

AUGUST 1988

COMMODORE USER

350 pts ■ HFL 6.90 ■ DM 6.50

№1 For AMIGA GAMES
£1.10

BARBARIAN 2

SUPER SLICE 'N' DICE SEQUEL

TYPHOON

BLOWS US AWAY!

HAWKEYE

IT'S A TURKEY!

NINJA

2 THE C.U. REVIEW
A CUT ABOVE THE REST

ENTER THE AMIGA ZONE...

EXCLUSIVE REVIEWS OF:

WARRIORS

FORWARD COMMAND

WIZBALL MAPS & TIPS

FWOAR! GREAT GIANA SISTERS TIPS

I M A B I

A D V A N C E M E N T T H

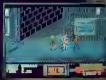


Denied his throne, RASTAN hacked his way through the horrors unleashed upon his world—FIRE, BREATHING LIONS, GIANT BATS, SNAKES, LIVING SKELETONS and the LEGION OF THE DAMNED. Finally he must slay the EVIL NECTROMANCER, KARD, so he assumes the awesome appearance of a MOUTH-HEADED DRAGON, to regain what is rightfully his. Is it more than you can handle?

RASTAN: THE WARRIOR KING. "SLICK AND COMPELLING" Gretna. "RASTAN BAGA IS GOOD ENTERTAINING STUFF, AND IT'LL KEEP HARDENED ARCADE FENDS GOING FOR A LONG TIME" Commodore User.



Licensed from © Taito Corp., 1988



£7.95
SPECTRUM

6 Central Street
Manchester M2 5NS

Imagine
The fun
of the game

FIGHT
your
way
through
perils
VILLAS
BORN
New
on 198
"All
this
and
in a c
"It's
level
adds
can't
Cave

AESTHETICS

H R O U G H I M A G I N E

FIGHT your way through hot graphics - the back alley, the car park. Fight your way through VILLAINOUS cockrunkies, the SKINHEADS, the BEASTIE BOYS, the BOUNCERS! Day hot steamy night in New York. It's just the tip of the iceberg on your thrilling QUEST to confront THE BIG!

THE GRAPHICS ARE OUTSTANDING AND WOULDN'T LOOK OUT OF PLACE IN A CARTOON FILM! Zap 84 IT'S PACKED WITH FIVE LEVELS OF PURE ADDICTIVENESS, YOU CAN'T GO WRONG! Great.



ARKANOID type Space Fighter. MIXED here through long forgotten computer data until it finds the answer to this threat... "VALS 2" is launched and speeds towards the threatening alien presence, before it can extract it's revenge... "THE REVENGE OF DON" "A GREAT GAME, FUN AND FRUSTRATINGLY ADDICTIVE"

Smile! User: "COMBINE GORGEOUS VISUAL PRESENTATION WITH POWERFUL WEAPON ENHANCEMENTS AND ADDICTIVE GAMEPLAY AND YOU HAVE REVENGE OF DON" Zap 84. "GO AND BUY IT IMMEDIATELY" Your Smile.

TARGET BENECADE



ARKANOID



Licensed from: © Taito Corp. 1986

Also available on the IBM/Amstrad PC & Compatibles & Atari ST

COMMODORE
£8.95
AMSTRAD

Tel: 061 834 3939
Fax: 061 834 3939

Always ahead of their time

Walt Disney
Mickey Mouse
The Computer Game



Screen shot from Atari ST version

TWRECKS



IBM AT/XT £14.99 c — £14.99 d
Amstrad £9.99 c — £14.99 d
Spectrum £7.99 c — £12.99 d
Amiga £19.99 d
Atari ST £19.99 d

IBM 64/28 £9.99 c — £14.99 d
Spectrum £7.99 c — £12.99 d

Don't miss these 4 great new releases from the creators of the most original and exciting games of all time.

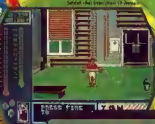
GREMLIN

Help Mickey Mouse restore his magic wand from Disney's enchanted castle. Wreck havoc in Japan as Twrecks, a large and angry pre-historic monster, searches for stolen eggs. Improve your footballing skills with the help of Gary Lineker or enjoy a different game in one with skate crazy — the 'Gai Park Challenge' and the 'Championship Course'.

IBM AT/XT £9.99 c — £14.99 d
Amstrad £9.99 c — £14.99 d
Spectrum £7.99 c — £12.99 d
Atari ST £19.99 d

IBM 64/28 £9.99 c — £14.99 d
Spectrum £7.99 c — £12.99 d
Amstrad £9.99 c — £14.99 d

**Gary Lineker's
SUPERSKILLS**



SKATE CRAZY



REGULARS

- 6 BUZZ
- 12 CHARTS
- 74 CHEAPO ROUND-UP
- 76 LETTERS
- 81 ADVENTURE
- 93 ARCADES
- 104 TOMMY'S TIPS

REVIEWS

Contents



SPECIALS



16 NINJA II

System 3's sequel to their blackboxing Number One of '87 gets a standing ovation from the C2 Crew. So chuffed was Merv Cole that he gave us an Audio to give away in a choice C1 Ninja II coupe.

41 THE AMIGA ZONE

More critical coverage of Commodore's most machines, including reviews of Ikari Warriors, Fire and Forget, Carrier Command and Photos Paint Plus, include tips for The Sentinel and Whiskel. How do we do it?

87 PLAY TO WIN

Gas Poo offers us a generous display of his Super-Like Gonks (don't harp), while Jelle Rompaal provides a healthy handful of helpful hints for Rainbow Art: Great Game Sisters.

106 THE LAST WORD

More roadcap mayhem from the abashed world's tacky world of software...

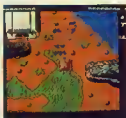
Fire And Forget — blasted!



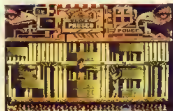
Carrier Command — first landing!



Zoom — squared up to!



Ikari Warriors — captured!



Hawkeys — armed and dangerous!

- 21 FOOTBALL MANAGER 2
- 22 HALLS OF MONTEZUMA
- 24 BARBARIAN II
- 26 ROAD BLASTERS
- 28 SCORPIUS
- 30 TYPHOON
- 33 WASTELAND
- 34 MICKEY MOUSE
- 36 HAWKEYE
- 39 DOPSI
- 45 BETTER DEAD THAN ALIEN
- 47 IKARI WARRIORS
- 48 FIRE AND FORGET
- 50 WORLD DARTS
- 50 PUB POOL
- 53 ZOOM
- 54 CARRIER COMMAND
- 57 BEYOND THE ICE PALACE
- 58 PHANTASM
- 58 BLACK LAMP
- 69 BLOOD BROTHERS
- 70 DARK CASTLE
- 72 NETHERWORLD

Barbarian II — the axeman cometh!

88,388
JUL-Dec 1987



Editor — Mike Pondenden, Deputy Editor — Gary Penn, Staff Writer — Nick Kelly, Art Editor — Elaine Bishop, Advertising Manager — Mark Barnes, Discontinued/Copy Control — Angela Smart, Publisher — Terry Pratt, Editorial/Advertising — 81-261 8222, Distribution — EMAP Frontline Limited, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2HP, Tel: 0733 845181, Back Issues — PO Box 500, Leicester, LE99 8AA, Subscriptions — PO Box 500, Leicester LE99 8AA Tel: 0888 418510, Annual Sub: (UK) £18, Europe — £24, World — £28, Registered Office: Pitney Court, 30-32 Farnborough Lane, London EC18 3AU, ISS: 0266-721X

Cover Illustration: Philip Bond

BUZZ



BITMAP BROTHERS FOR IMAGE WORKS

As predicted in last month's Buzz, Mirrosoft are to launch a new, high profile games label. This new label, which will be called Image Works, has already scored a major coup by engaging the services of the famous Bitmap Brothers, the team responsible for Mastertronic's 'Get Fresh'.

featured smash *Xenon*. The Bitmaps (pictured left alongside Robert 'The Bouncing Czech' Maxwell's private helicopter) have combined a space-age sports event with shoot 'em up-style power-ups and the kind of high-tech metallic graphics and sound which *Xenon* and 'Get Mucky' fans have come to know and love to produce *Speedball*, which will be released this Autumn.

The first Image Works product to reach the public, however, will be the Amiga version of an impressive-looking tight-sim-cum-two-player-late-active-shoot 'em-up, *Sky Chase*. With a choice of a range of aircraft, from F-15s to MiG 31s, and breathtaking speed, this should receive plenty of attention on its release in August. The young US crew by name of Maxis,

in total Image Works are planning to release some 18 products in its first year of operation, other forthcoming titles including *Fox's Fights Back* programmed by Denton Design, *Fernandez Must Die* by Tony Crowther and David Bishop, and an abstract puzzle game, *Bombazol*, featuring the combined programming talents of the aforementioned Bishop and Crowther, long-lost Namlowing Nippy Jeff Minter, the infamous Silverbird supreme Uelik, Graffiti's Andrew Braybrook and Jon 'Head Over Heels' Rittmann.



SUBLOGIC FLY IN

Top American tight-sim specialist company SubLogic, whose products have up until now only been available through import, are to launch the European wing of their operation this Autumn with a stand at the PC Show.

To date their best known sims are the massively popular *Flight Simulator*, the less pricey and more experienced-user-friendly *Jet*, and, most recently, a sim based upon the new *Stealth Fighter* recently put into operation by the USAF, *Stealth Mission*.

But perhaps the most innovative feature of SubLogic's operation has been the

development of a whole range of 'scenery disks' to accompany their sims. These disks, which are run in conjunction with the sims, allow the player to go through simulated flight action over specific areas, with the 'scenery' below being geographically accurate. These scenery disks, which can be used in conjunction with *Flight Simulator*, *Jet* and *Stealth Mission*, are already available for the whole of the United States and Japan.

Now, to celebrate their official launch in Europe, SubLogic are bringing out a Western Europe scenery disk, featuring all the major airports and graphic representations of all the major cities and their landmarks, and, by way of a special bonus, giving you the chance to retrace the steps of the famous 19-year-old German amateur pilot, Mathias Rust, who flew his light Cessna through all the Warsaw Pact defense systems to land in Red Square in May of last year. Well, it'll certainly be safer than trying the real thing; though Mathias emerged unscathed, the Russian courts totally failed to see the funny side and sentenced him to four years in a Soviet prison.

THE BOY LINEKER (AGAIN)

Gremmlin sure are getting value for the money they spent securing the endorsement of England international soccer star Gary Lineker. First there was *Superstar Soccer*, launched towards the end of last year. Then, following close behind, there was Gremmlin's first ever board game of the same name.

Now, somewhat appropriately in view of the England team's less than inspiring performance in Germany, you get a chance to brush up your skills in yet another Gaz/Gremmlin tie-up, *Gary Lineker's Super Skills*. Effectively a training programme, your pulse and energy are continually

monitored as you work through a set of exhausting routines involving gym workouts, ball juggling and field work. With three difficulty levels, rest breaks and glucose guzzling to account for all levels of skill and fitness, *Gary Lineker's Super Skills* will be on your local shelves this month. Attaboy, Gaz, you show us how!

MEDIAGENIC DROP DREAM GAMES

In a shock development, Mediagenic/Activision have announced that they won't now be releasing their licensed conversion of psychedelic coin-op shoot 'em up, *Lock On*. This is the second major coin-op licence which has failed to appear from Activision—there is still no sign of their long-overdue 64 version of *Super Hang-On*. In both cases the programming house involved in

the conversion work was Southampton-based Electric Dreams.

The decision to drop *Lock On* came after a review of the work-in-progress to date. According to an Activision spokesperson, "basically the 64 version wasn't fast enough, and it just wouldn't have been an economic proposition to continue working on it. It just didn't look like it was going to be up to standard without a lot more time and

money being invested in it."

The company felt that they had no option other than to scrap the game.

"Though we're obviously very disappointed to have to shelve a game, it just wasn't coming together on play test. And, frankly, it's a lot better than releasing sub-standard product. After all, play testers are ultimately there to stop consumers from being ripped off".

BUZZ

Slacks Of Joy to the echo of our japeful feature a couple of snails ago, we've here dropped with all manner of blinding head-on. A couple that have particularly caught our eye come here Powerplay, with variable wobbleability (a word for adjusting control when playing games which require a delicate touch). The need of August should see the release of two models here their Cruise range, a standard one for a penny under a fanner, and a classy one-through plastic blaster with "instant solution" for those quick moves.

Psygnosis Dips: In our review of *Dracoon* and last, we attributed the game to Psygnosis, when in fact this shoddy 16-bit shoot 'em up will be appearing on Psygnosis's newly launched Psygnosis label. That to add insult to injury, we stated that the price was £24.95 rather than £18.95. Many apologies to all concerned. Oh, and by the way, Psygnosis/Psygnosis have also asked us to mention that they've now changed the product's name, and it will be called *Moon* rather than *Dracoon*, apparently because it's easier to their attention that Zappen Software have already got a game called *Dracoon*.

Festooling: Good news for 64 owners who don't like cutting for have "cut-off" drives to load hard disks. Tefalig have just announced the release of the 'Rochet', based in conjunction with their Sport cartridge, it's possible to load a 200 block file to under 10 seconds, 25 times the normal speed! Impressed Agila owners won't have had either, as Rofelot have not released the program yet. At £24.95 it's capable of speeding up your drive by 3 to 6 times. Woot!



THUNDERBLADE CHALLENGE

What do Michael Jackson and Sega's woodenware chopper Matt 'em up Thunderblade have in common? Well, apart from having both been pretty hot covers, both on the subject of a massive spacewarp/grammies push by Pepsi. Though details were scant at the time of going to press, it has been confirmed that an agreement has been concluded between US Gold, who have recently acquired the home conversion rights to the fat coin-op, and the huge American soft drink company, whereby Pepsi will be sponsoring a competition called "The Pepsi Challenge" in which all comers get to try and beat the high score on *The Pepsi Man* Of The Year (Thunderblade), match for big prizes. The Pepsi Challenge will be taking place at this September's PC Show, where a special booth will be located on US Gold's stand. That's what? Well, we're not sure whether he'll be playing Thunderblade in public at part of the deal, but with his new sucking 'em to all over the UK at the moment, you'll probably be seeing enough of this anyhow.

Mr. Lewis



Carl Owen



RACE IMAGE CHANGE

Code Masters, the budget house responsible for the manufacturing and marketing of the Sport Aid '88 computer game

The Race Against Time, have had to change the packaging and promoting of the game due to objections by representatives of the estate of Jesse Owen.

Advertising and packaging for various versions of the game already released featured the famous pre-war American athlete, but it subsequently transpired that no permission had been received from the estate of Jesse Owen for the use of his likeness in connection with the marketing of *The Race Against Time*, owing to an oversight. According to Code

Masters' Bruce Evens dealings between the two parties were amicable and the Owen family appreciated that the mistake had been a genuine one.

Code Masters have now confirmed that all future packaging and publicity for *The Race Against Time* will instead feature another outstanding black American athlete of more recent vintage, Carl Lewis, who has offered his services free for the charity.

This development has caused still further delays in the release of a 64 version of the game. Evens could not give an exact release date but promised that the game would definitely be released "well before" the Sport Aid '88 run on September 11.



BUZZ



R-TYPE

So popular was the coin-op original that before an official licence had even been signed, half the software houses in the Comiverse started beaver away to produce their very own *R-Type* derivative. Now, several well-publicised clones later, the official home conversion of this absolutely brilliant horizontally-scrolling blastalong is limbering up for a release. And, judging by what we've seen so far, Activision's reputed six-figure pay-out for the conversion rights won't have been wasted — this one should be MASSIVE. Never mind the wits, as they say, feel the quality.



FROM CONSULTANT: "Further search for enemy subs not considered productive. Disappointed you failed to find target. Stand by for new Operations Orders on next downlink. Expect better hunting from you next time."

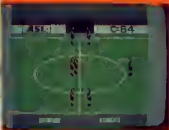
RED STORM RISING

Those who enjoyed *Argus' Hunt For Red October* will be interested to hear of the impending release of *Red Storm Rising*. For, though the company involved this time is Microprose, both games are based on best-selling novels by gung-ho American author Tom Clancy and both, coincidentally, involve the adventures of nuclear submarines. In the *Argus* game, the sub in question was a detecting Russian vessel, here it's an Apple-pie American one charged with locating and destroying Warsaw Pact enemies in a projected World War III. *Red Storm Rising* features sonar, computerised databases and homing torpedoes. Sounds screamy!



AQUABLAST

Perhaps it's the time of year, but there's a distinctly nautical flavour to a lot of the games making their way onto our desk this ish. Well, here's another, this time from Elite. According to the accompanying bumpf, you and your tresty jetboat have to take part in three missions to retrieve the three H-bombs stolen by the fiendish boss of S.M.E.A.R., Drago, and hidden about the globe. You'll have to strafe boats, planes, helicopters, minefields, subs and gunposts on your way through the three missions, set respectively in Norwegian Fjords, the Persian Gulf and South American rivers. Great — there's nothing we enjoy more than messing about in boats. Release date is provisionally set for the beginning of October.



EMLYN HUGHES INTERNATIONAL SOCCER

Though it may come as a surprise to some of you youngsters, Emlyn Hughes wasn't always a cheeky wee Scouse talking head on your TV screen. No, indeed our Emlyn was once a rather wonderful tootie player, which presumably is why Audiogenic snapped up the rights to use his name on their new football game. And, surprise, surprise, the demo we've seen looks like the business. We thought we'd seen our fill of soccer games, but the slick controls of *EHIS*, which manage to be both realistic and easy to grasp, really do put this update of Commodore's tab *International Soccer* into, erm, a different league. Expect to see this in the shops in late September.

OPERATION WOLF

This is the game that the Mean Ed want ape over when it was released in the arcades early this year, mainly due to the rapica Uzi machine gun mounted on the console. Although many have said that the original's superb graphics and sound would be impossible to convert, Ocean snapped up the rights and all the versions seem to be shaping up well, particularly the Amiga, as initial reports indicate that the graphics are 100% identical to the coin-op! Whether or not the absence of the Uzi will seriously damage the gameplay remains to be seen, but as far as we're concerned, it could well turn out to be the biggest seller of the year.



SOLDIER OF FORTUNE

From the keyboards of Graftgold this month comes John Cumming's *Soldier of Fortune*, a strange mixture of platform and arcade adventure. In the role of the hero, Tartarus, your mission is to find and return the 'Zodiac Power Source' to your home cottage and restore order to your evil-ridden village. In his quest, Tartarus can walk, crawl, jump, climb and open doors to get around the village. Shops are littered around the village where he can bargain with the owner in order to gain extra weapons and powers, which he'll need in order to combat the elemental demons and monsters that lurk in the deeper, darker parts of the village. *Soldier Of Fortune* is set for a mid-October release, so expect to see it featured on Firebird's stand at the PC(W) this year.



DALEY THOMPSON'S OLYMPIC CHALLENGE

Set to coincide with the Olympic Games in Seoul later this year is Ocean's latest endeavour, *Daley Thompson's Olympic Challenge*. Rumoured to be Ocean's biggest release of '88, and endorsed by both the man himself and Adidas sportswear, the finished game will contain ten 'gruelling' events and training sessions, used to build up Daley's athleticism for events such as the discus, shot putt, high and long jumps and hurdles. Daley will be pumpin' iron and pullin' muscles sometime in August.



INTENSITY

Nothing has been heard from much-worshipped programming team Graftgold (AKA Andrew Braybrook and Steve Turner) since they defected from Hawson to join Firebird some time ago. So what, you may ask, have they been working on since then? The answer is *Intensity*. Set in deep space in the far future, the plot has you rescuing colonists from a space station under siege and transporting them to escape shuttles and safety, by moving them about using a remote control drone while detending yourself with a surface skimmer. By rescuing the allotted number of colonists, you can progress to the next level. It looks like *Uridium* and will supposedly have *Morpheus*-like strategy elements. It looks like it could be very big...

**To make sure the Atari 520 STFM
only plays games that are worthy of it,**



Offer excludes monitor.

Only the Atari Summer Pack gives you the world's best home computer plus the world's best games. Twenty-two software titles that most people would give their right arms for, are yours absolutely free.



we're giving you
£400 worth free.

There's no catch. You really do get a 520 STFM and £414 worth of great games for just £399 99! But only until September 1st. What are you waiting for?

ATARI®
SUMMER PACK

Budget software is still ruling supreme this month, with 12 of this month's top 20 sellers all being cheapies, and five of those claiming the top slots. Steve Davis *Snooker* still retains to be implied by other up-and-coming cheapies *ACE*, *Yogi Berra* and the infamous *Ghostbusters*. On the full price side *Bionic Commando* sneaks in at the bottom, while *Target Rangedo* and *Pacland* begin to slip slowly downwards, along with *Impossible Mission II*. Excellent budget R-Type clone *Scorpius* should make an appearance soon too, but the ones to watch out for are *Typhoon* and *Last Ninja II*, both looking set to beat the charts wide open. Unsurprisingly, *Interceptor* has toppled *007Radar* to take the number one Amiga spot, while *Football Manager II*, *Peter Dinklage*, *Black Lamp* and the brilliant *Buggy Boy* (Gaz White is still playing it!) all make first time appearances. *Ikari Warriors* looks set to appear in the top ten soon, but the smart money is going on *Carrier Command* to go straight in at No.1. Adventurously, it's pleasing to see both *Bard's Tale I* and *II* taking the two top positions, and if the RPG trend continues, we could well see the splendourous *Wasteland* up there before too long.

Top 10 Dan Maskell-isms

- 1 Wonderfully well-placed.
- 2 Ye-es! What a gem.
- 3 Cash, now, serving with saw balls.
- 4 Both men here performing to the highest standard.
- 5 Just when he needed it.
- 6 Now, that was a brute.
- 7 Given him time to pick his spot.
- 8 Suddenly up comes the lob.
- 9 And the covers, sadly, will come out once more.
- 10 Oooh I say!!

REVIEWERS CHOICE

What are the mean CU Crew playing this month?

THE ED: Micky Moose (64), Hawkeys (Thalassomane), Antlers (Elektronik Arts), GAZ PENN: Ninja II (64), Scorpius (64), Palace Barbarian (Amiga), MICK KELLY: Forgotten World (Coin-op), Galaxy Force (Coin-op), Zoom (Amiga), GARY WHITAT: Wasteland (64), Typhoon (64), Carrier Command (Amiga), Forgotten World (Coin-op).

ROCK
IS GOING
STAR WARS!

CHAMP

C64 CHART

TM	LM	
1	4	BARDS TALE 2 ELECTRONIC ARTS
2	RE	BARDS TALE ELECTRONIC ARTS
3	1	JACK THE RIPPER CRL
4	2	MICRO MAUD VIRGIN
5	2	GUILD OF THIEVES RAINBOW
6	RE	DEFENDER OF THE CROWN MINORSOFT
7	RE	NOBYASHI NARU MASTERTRONIC
8	RE	REWEALS OF DARKNESS RAINBOW
9	RE	RETURN TO EDEN LEVEL 9
10	3	INHERITANCE INFOGAMES

AMIGA CHART

TM	LM	
1	10	INTERCEPTOR ELECTRONIC ARTS
2	2	AAARGH MELBOURNE HOUSE
3	1	OBLITERATOR PSYGROSIS
4	RE	FOOTBALL MANAGER 2 ADDICTIVE
5	8	THE THREE STOOGES MINORSOFT
6	7	FERRARI FORMULA 1 ELECTRONIC ARTS
7	RE	PETER BEARDSLEY'S FOOTBALL GRAND SLAM
8	8	SIDEWINDER MASTERTRONIC
9	RE	BLACK LAMP FIREBIRD
10	RE	BUGGY RBY SLN

C64 CHART

TM	LM	
1	1	STEVE DAVIS SHOOKER BLUE PISHON
2	9	AGE CASCADE
3	4	YOGI BEAR ALTERNATIVE
4	5	GHOSTBUSTERS MASTERTRONIC
5	RE	FRANK BRUNO'S BOXING ENCORE
6	2	TARGET RENEGADE IMAGINE
7	RE	BRUCE LEE AMERICANA
8	6	WAY OF THE EXPLODING FIST MASTERTRONIC
9	RE	EUROPEAN FIVE A SIDE FIREBIRD
10	RE	ALIEN SYNDROME AGE
11	8	PAC-LAND QUICKSILVA
12	7	IMPOSSIBLE MISSION 2 EPTX
13	RE	BEACH BUGGY SIMULATOR FIREBIRD
14	3	WE ARE THE CHAMPIONS OCEAN
15	RE	RALLY DRIVER ALTERNATIVE
16	11	FRUIT MACHINE SIMULATOR OODIE MASTERS
17	18	OUT RUN SEGA-US GOLD
18	RE	KONAMI'S ARCADE COLLECTION IMAGINE
19	14	SHANGHAI KUNITE PLAYERS
20	RE	BONIC WOMAN GQ1

READERS COIN-OP CHART

TM	LM	
1	1	AFTERBURNER
2	3	DOUBLE DRAGON
3	2	OUT RUN
4	4	B-TYPE
5	RE	OPERATION WOLF

Wow! No change at the top, but for the first time in about a decade (well, quite a long time, anyhow) *Out Run* is out of the top ten, usurped by *Double Dragon*. And, more significantly, *Operation Wolf* has crept — if anything with a mounted Uzi sub-machine gun can "creep" — into our top five. Keep your charts coming in to Readers Coin-op Chart, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ARTS

STAR

STAR Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK™ is the next stage of the unfolding drama.

It follows the non-stop action of the movie and is a direct conversion of the movie's events. Han Solo, piloting a snow-speeder against the forces of the Empire, leads his forces with deadly cunning, and Luke Skywalker, the young farm boy, joins the Rebel Alliance and the hunt for the Death Star.

Join the adventure and become a part of the Star Wars universe. The Empire Strikes Back™ is the next stage of the unfolding drama.

STAR
Brought to you by the team who produced the top-selling STAR Wars™
THE EMPIRE STRIKES BACK™ is the next stage of the unfolding drama.
This game follows the non-stop action of the movie and is a direct conversion of
the famous coin-op.
You take the role of Luke Skywalker, piloting a snow-speeder against the
forces of the evil Darth Vader who controls his forces with deadly cunning.
You must attack the Rebel Base.
You can Solo in the Millennium Falcon,
or you can be killed by Tie-Fighters and

STAR
Brought to you by the team who produced the award-winning
THE EMPIRE STRIKES BACK™ is the next stage in the
This game follows the non-stop action of the movie and is a direct
the famous coin-op.
The player takes the role of Luke Skywalker, piloting a snow-speeder against the
huge Imperial Walkers. Darth Vader controls his forces with deadly cunning,
using his Probots to search and attack the Rebel Base.
The player becomes Han Solo in the Millennium Falcon,
galaxy whilst being attacked by Tie-Fighters and

Always

THE EMPIRE STRIKES BACK

This game follows the non-stop action of the famous coin-op.

The player takes the role of Luke Skywalker, piloting huge Imperial Walkers. Darth Vader controls his forces with his Probots to search and attack the Rebel Base.

The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.

Force be with you - Always
WARS

May the Force be with you – Always!



Programmed by
VEKTOR

TM & © 1998
LUCASFILM LTD
& TENGEN
All Rights Reserved
EXDARK LTD
Registered Logo

How many?



ADD M...
... ROAD
LONDON SW19 3TA

STAR

THE EMPIRE STRIKES BACK

WARS



Having put paid to the evil Shogun Kuroto, the Last Ninja finds himself transported through time to modern day Manhattan where an even more despicable re-incarnation of the Shogun is controlling a massive drug ring. Only the Last Ninja, made as he is from yep actual oriental ninja magic, can stop the Shogun once and for all. Well, provided he can fight 'n' jump 'n' link his way through six action-laden loads first.

Almost a year in the making, System 3's stupendous sequel to their smash of '87 is almost upon us. On the 23rd of August you too can experience the thrills and spills of the game which is currently sending the CU Crew crazy with delight. Once again programmer John



Great-budging giggles in downtown Manhattan

System 3
Price:
£12.99 Cass
£14.99 Disk

NINJA

Twiddly at the driving seat, with admirable artistic assistance from that bimby Botticelli Hugh Riley and super scores courtesy of ex-Compunet maestro Matt Gray. And what a crucial combination! As unbelievable as it may sound this talented trio has actually managed to improve on the basic theme of the original in every aspect: the graphics are impressively colourful and incredibly detailed — more so than before, while the gameplay is far more involved, with loads of puzzles and plenty of boss fighting fun to keep you at it for many many months to come.

But there's MORE! Honestly if you were wondering about the price tag, wonder no longer... for the extra dosh doesn't just cover the cost of a brilliant game, oh no. *Ninja II* is exquisitely packaged with a highly readable 30-page instruction booklet, an authentic ninja scroll, a well-nifty ninja mask made from durable ninja cotton (so you can act out your favourite ninja fantasies) PLUS a super-swish (not to mention safe) soft rubber shuriken star which just so happens to double for a posy place mat. When you buy *Ninja II* you're buying more than just another ninja game. It's a landmark in computer entertainment.

Ninja's mission begins on a band stand in Central Park. Slipping the curtain at the back of the stage he finds his first assailant — a

mugger sporting for a spot of fisticuffs. Not to worry: an experienced ninja such as yourself can soon make small change of this foolish fellow. But wait! What's this? He's getting back up on his feet! Yes this time around your opponents don't stay down, it takes three thorough trouncings to put them out for good which makes the fighting

ride all the more entertaining.

With the thug out of the way, ninja notices a suspicious-looking panel protruding from the wall. And being endowed with more brawn than brain, decides to punch it — only to see it disappear into the wall. Coo. Returning to the stand ninja notices a large hole — a trapdoor has opened. A-ha! Quick as a flash he



Use the tool as a stepping stone





Ninja's found a useful object.



Explore the plush interior of the Shogun's offices

2



descends and the adventure begins proper. But how does he cross the wide stream to access the second load? And how does he get past the knife-wielding jugglers? Then there's the swarms of bent policemen, muggers and killer bees to contend with, along with precarious gaps to leap and rivers to cross. But what about a weapon? Nunchuks always come in handy—provided you can find a pair... or at least make a pair.

Punch this

The second load has ninja walking through the maze-like streets of Manhattan, occupied by more muggers and policemen, winos, deadly ninja flower-pot throwers and speed-crazy bikers. Find a useful object or two, open a manhole and descend to the sewer network beneath the streets, and the third load Rats, alligators and zombies

to open this?

(workmen mutated by the bizarre mix of chemicals found in the water) attack the ninja at every available opportunity. But he finds an exit and our intrepid hero appears in the Shogun's opium production plant, guarded by a vicious panther and a hoard of his henchmen. A lift provides the means to escape and access to Load Five—above the

warehouse. Hey, there's the Shogun, about to make his escape in his private chopper. Quick! Catch a ride to his mansion, the final load.

The ninja leaps from the chopper onto the roof of the mansion, and having gained access discovers an intricate security system to outwit, along with armed guards aplenty. Using his noddle and plenty of ninja violence he enters the Shogun's room and a confrontation from which there can only be one survivor.

There's so much more than before on offer, and with a score and timer to use for reference you can come back again and again and attempt to beat your previous best.

A bonus for disk owners is a save game option, and the fact that the disk version costs little more than the cassette makes *Ninja II* a definite cut above the rest—and that includes its illustrious predecessor. System 3 seem to have the immensely popular ninja market well and truly sewn up and it's difficult to see how they're going to top this one. Hearty congratulations are in order for what has to be the most professional and entertaining software package yet seen. Well done to all involved.

Gary Penn



NINJA 2

compo



Tired? Irritable? Depressed? Well, if you're not now, you will be if you miss out on the answers to these easy-peasy brain teasers. Y'see, being generous to a fault, System 3 have donated one spanking new AMIGA to the lucky guy or gal who can answer correctly the aforementioned questions and manages to have their postcard delivered to Ninja Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and also contrives to have their card picked out of the sacred hat of Ed-Man first.

WIN AN AMIGA



If you can't arrange to be that lucky, you can still win one of twenty-five copies of this brilliant arcade adventure which System 3 has thoughtfully provided as runners-up prizes for the slightly less fortunate among you. And the teasers? Simple — here are four films which starred the late lamented Bruce Lee. Only thing is, we've cunningly replaced one word of each title with that ubiquitous beast of which we are all so fond of here in CU towers, the Moose. All you have to do is tell us the word we took out in each case:

- (a) Enter The Moose
- (b) The Way Of The Moose
- (c) The Big Moose
- (d) Moose Of Fury



BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



CB4 Version



Check your local stockist for availability.
In case of difficulty, available by mail order
from Palace Software, The Old Forge,
7 Caledonian Road, London N1 9DX.
Send cheque or postal order for £9.99

PALACE

(C64, Spectrum, Amstrad cassette), £12.99
(C64 disk), £14.99 (ST, Amstrad, Spectrum
disk), £19.99 (Amiga) plus 80p P&E Access
and Visa holders telephone 01-278 0751.
Subject to availability.

DIMENSION computers l.t.d.

THE MIDLAND'S LARGEST COMPUTER STORE

27/29 High Street
Leicester LE1 4FP
Tel: (0533)
517479/21874

CANON P1200A COLOURINK JET

- Virtually silent operation
- Shown colour text and high resolution colour graphics printing (340 dots per inch)
- Uses plain, single sheet A4 roll paper
- Supported with AMIGA printer driver software

£499.95

AMIGA BUSINESS PACK

- Amiga 5500 computer
- 1024 high resolution colour monitor
- Canon 1200 printer
- Monitor and printer cables
- The works: integrated spreadsheet, wordprocessor and database
- 3.5"floppy 800k/1mb

£729.00

3020 1MD A500 3.5" External Drive

Orion 1MD 3.5" External Drive

Internal A2000 2nd Drive

Amiga Mod Interface

Digipack Colour Display

Super 20MB A500 Hard Disk including

Diagram and Software

2MB Internal RAM Expansion

A500 512K RAM Upgrade

Prism Sound Digipack including

Microphone

Perfect Sound Digipack with stereo recording

Irishly

Rockmaster Sampling Software

Sony Synthesizer Software

Stream V2 Word Processor

£99.95

£109.95

£75.95

£49.95

£129.95

£64.95

£44.95

£109.95

£169.95

£74.95

£39.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

£49.95

AMIGA RANGE

AMIGA A2000 PACK OFFER

Amiga A2000 1MD with Mouse, Workbench, Workbench Extras, GW Basic and 20MB A2000-20B 2nd Hard Disk With 1024/1024 Monitor £139.95 + VAT Without Monitor £119.95 + VAT

AMIGA A500 PACK 1

with Mouse, Workbench, Brain, DPAINT, TV Modeller, 40 Disc, Storage Box, Onel Cover and 10 Games/Utility Data

£419.00

AMIGA A500 PACK 2

with Mouse, Workbench, Brain and DPAINT's software

£379.00

COMMODORE 1084 COLOUR MONITOR

High Res. Non Reductive Screen

£229.00

GRAPHICS BACK

Canvas Paint

£59.95

Paintbrush Animator

£34.95

ProCad CAD System

£59.95

Normally £154.95 OFFER PRICE

£59.95

DISKTOP PUBLISHERS PACKAGE

Visualist Wordprocessor

£99.95

Clydesdale Desktop Publisher

£99.95

Normally £159.95 OFFER PRICE

£149.95

PRINTER SELECTION OFFER

MPS 801 820 C4000 1200ind

£24.95

Star 1010 Ribbond

£3.95

MPS 603 & MPS 100B

£4.95

DPS 1101 Multi Style

£3.50

BUY FOUR AND GET ONE FREE!

REMARKABLE COMMODORE 5C1 OFFER

Unusually priced PCAT compatible, including infinitely expandable base unit, detachable keyboard and more. Compatible with all major 5C/XT software. The PC1 now represents the world's most powerful applications PC compatible in the UK.

• 5050/4 7MHz Processor

• 512K RAM

• Serial and Parallel Ports

• MS-DOS 3.2 and GW-Basic included

For a limited period, the PC1 also includes the ABLE ONE In-Tag and Spreadsheet, Wordprocessor and Database packages (usual price £115.95)

£299.95 + VAT

PC1 with 2MB Monitor

£449.95 + VAT

PC1 with CGA Colour Monitor

PC1 Package without Monitor

Compared to with CGM 920B and most

CGA/EGA monitors

£299.00 + VAT

CITIZEN 1200 001 MATRIX PRINTER

Commodore version

(with 54/108 Serial Lead)

£159.95

Commodore version

(with AMIGA Printer Lead)

£169.95

Commodore 1901 Colour Modem

£219.95

Philips 5401 1200 Green Screen Monitor

£89.95

MPS 1020P Dot Matrix Printer, Cartridges

£219.95

MPS 1500C 7 Colour Dot Matrix Printer

£339.95

1511 32" Disc Drive Including 10 & 31 Discs

£199.95

AMIGA A500 with PHILIPS 8633 HIGH RES COLOUR MONITOR with STEREO SOUND OUTPUT

Monitor With Stereo Sound Output

Workbench 1.000 plus DPAINT Software

£329.00

AMIGA A500 with COMMODORE 1084 HIGH RES COLOUR MONITOR

Monitor With Stereo Sound Output

DPAINT Software

£399.95

STAR LC10 COLOUR DOT MATRIX

• 120 dpi Dpi 30 npi NLD

• 9 Realist Fonts and 9 Print Effects

• Dpi and NLD in all Fonts and Colors

• 7 Colors plus Multiple Shade Graphics

Includes AMIGA Printer Ltd

£229.95

THE WORKS

SuperDisk, Wordprocessor and Database

£89.95

PHILIPS 8633 COLOUR MONITOR

£299.00

LIMITED AMIGA SOFTWARE OFFERS

SHIRAZ'S BACK

Virtualist Wordprocessor

£39.95

Legale Spreadsheet

£39.95

Superbase Personal Database

£39.95

Normally £299.95 OFFER PRICE

£139.95

IMAGE 3 PROCESSOR PACK

Digital Graphics

£340.95

Plasma Image Processor

£40.95

Small Video Camera

£279.95

Normally £253.75 OFFER PRICE

£499.95

PRECISION

Superdisk 64

£24.95

Superdisk 64

£24.95

Superdisk 64

£24.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95

Superdisk 128

£29.95</

64/128
Prism Leisure
Price: £9.99
Cass £14.99/Disk

Not even close. I'm afraid, Brian.



FOOTBALL 2 MANAGER

Football Manager was, and still is, one of the best selling games of all time. Now Kevin Toms and Co have bounced back with a sequel to what has been called 'the greatest football managerial game ever'. The question is, looking back now, was it? The answer, of course, is absolutely not. It was good for its time, but with the subsequent release of games like *Track-Suit Manager* and *Football Director 2* in particular, *FM* was overtaken. And sadly *FM2* isn't likely to reclaim the pole position.

The original *FM* was the only game of its type at the time. All it consisted of was an endless loop of six or seven screens, asking you if you wanted to buy or sell players, showing you a league table and giving you very badly drawn match highlights. *FM2* is, and it breaks my heart to say this, almost IDENTICAL to the original. All that seems to have been changed are the graphics

and the fact that one extra screen has been added. ONE!

As before, you are the trainer, coach, accountant, club secretary, tea lady and cleaner, and it is your job to ensure that your team gets to the top of the division, gets promoted and wins the FA Cup. This is all done through a series of screens which contain, for the most part, Yes/No questions. Do you want to sell a player? Do you want to increase stand capacity? And so on.

Once you've made your long, weary way through the few choices available, you have to set up your team using a very confusing and fiddly control method which involves moving a pointer over a few black boxes and pressing fire, hoping you've selected the right player. The important thing, and I think that this is the only good idea in this game, is getting your marking right. A third of the pitch is displayed at a time, and on the pitch you can see the statistics of

the opposition that whichever player you put there is going to face when you are placing attackers's statistics. The basic mean with *FM2* is that the game is a 'strategy' game, but the marking is the only strategic bit, and that isn't really strategic enough to be called strategy. You dig?

After setting your men, you get to watch the edited highlights of the match in glorious Addictive-vision, which, though more realistic than the first attempt is still nothing much to look at, and do tend to take an extraordinary amount of time.



Layout of the game is the same as the Commodore 64 version with all the same choices and menus. The mouse control is appallingly bad, being unresponsive on the menu screens and far too responsive on the player selection screens. The highlight section is very poorly done, considering the capability of the machine, with some very bad animation, jerky and unrealistic ball responses, and the goals moving like he suffers from epilepsy every time the ball enters the penalty area. Sound is very lame, one of the only effects being a dull 'huuuh' from the 'crowd' when a goal is scored.

A very big let down, as far as I'm concerned. Little or no improvement over the original, which results in the game being outdated, short lived and most of all, boring.

Tony Dillon

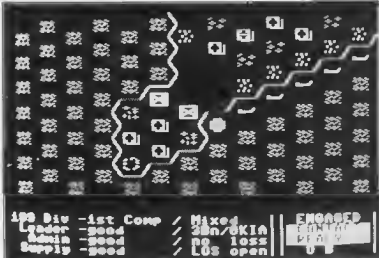
FOOTBALL MANAGER 2

ORIGINAL FOOTBALL MANAGER



CU RATING

2



would like to try out. The basic scenarios are as follows

(1) Mexico City: Set in 1844, the allied forces have to fight out a little part of the war between USA and Mexico, the aim being to storm the city and take the Halls of Montezuma.

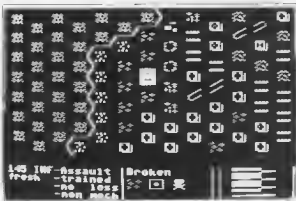
(2) Belloa Wood: Set in WW1, defend the wood with the cowardly French troops and hold out against the Germans until the US troops arrive, and then batter hell out of the Jaines.

(3) Two Jims: Set in 1945, get a large enough beach head, land your troops and take the island by force.

(4) Okinawa: Continuing from two Jims, attack the shore line and open the assault on Okinawa.

(5) Okinawa 2: Breach the final assault line and take the country

Halls Of Montezuma



**64/128
SSG
Price:
£23.95
disk**

(6) Pusan: Set in 1950, you have to first remove the NKPA troops attacking you, and then take the villages of Sachon and Chinju.

(7) Inchon: Set, once again, in 1950, you've to take the village of Yongdungho, clear the main airfield for the marine to land, and get the marines to the North Korean Government House.

(8) Hae: The US troops are now defensive and can do nothing but try and hold the city as the NVA pours in with superior mobility and some very unfair advantages.

As far as graphics and sound go, the game is identical to all the other SSG releases, with large maps made up of joined hexagons, a large, colourful icon depicting terrain, troops or mobilised forces and objectives in each. Sound is made up of basic beeps to signify selection on menus and to let you know that commands are being carried out.

I found HoM very easy to get into and a dream to play. The scenarios provide some welcome and unexpected challenges, and I can see the basic game lasting me quite a while. Check it out.

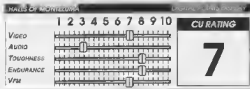
Tony Dillon

The United States Marine Corps go back a long way. Right back to 1864. Since then they have had, naturally, some very interesting battles: two Jims, for one, the Tet Offensive, for another. What *Halls of Montezuma* aims to do, and indeed does quite well, is to recreate some of the more important battles of the USMC, using SSG's now standard Battlefront wargaming system.

For the uninitiated, Battlefront is a system designed for use in one of SSG's earlier attempts (also named Battlefront), probably to take over the over-complicated and extremely non-user-friendly systems adopted in titles such as *Carriers at War* and *Europe Ablaze*. It consisted of a

series of interlinked branch, decision and single-function menus, with which you could quite easily set up a complicated battle plan whilst still knowing what the hell was going on. It was, in effect, very simple to use and a great success, and was used in further titles such as *Russia, Rommel and Battles in Normandy*, getting slightly better each time. Another system has been earned through all which the recent SSG release is the Warplan and Warpaint games and graphic designers. These are, in fact, total wargame construction sets, and are, unfortunately for SSG, far superior to the official Wargame Construction Set both in ease of use and flexibility.

As usual you have a choice of 1 or 2 players and whether you want to control the Allied (USMC) forces, or the Axis (any enemy) forces. After the usual changing of names and insertion of rude words if it's into the main selection menu where you can choose between the basic scenarios that the game has to offer, or any you may have created yourself and



WANTED

FOR INVOLVEMENT
IN THE GREAT Microdealer COVER UP!



For years, unnoticed by the authorities, valuable goods were disappearing from shelves of unsuspecting stores throughout the U.K. Now MICRODEALER INTERNATIONAL has revealed the extent of this massive 'scam' and discovered the stash. No-one has come forward to claim the Loot. Your local Microdealer dealer has the 'lowdown' on the greatest games racket since Al Capone! Be on the lookout for signs of the Cover Up and pick up your Cover Up card now. Collect Cover Up tokens to complete your card entitling you to a 'piece of the action'.

REWARDS

MEGA - games from major software houses, Joysticks, T-Shirts and an opportunity to WIN a fantastic prize in the MICRODEALER COVER-UP competition!



COVER UP with one of the range of EXCLUSIVE T-SHIRTS
only available from your local Microdealer Dealer

The porky dungeon master chuckles at your impending doom



BARBARIAN

THE DUNGEON OF DRAX

There can hardly be a 64 owner who doesn't remember the fuss made over Palace's last venture into the violent pre-mael world of Barbarian—whether it be for the bloodshed or the breasts. Well, after a year's break, Miss Whittaker is back in the flesh, and the blood (albeit yellow) is flowing once more.

Barbarian II is set immediately after the successful defeat of the evil Drax, who has since fled to his secret sanctuary deep within the dungeons beneath his black castle. Selecting the character of either the barbarian warrior or princess Monna—who is also adept with a blade—the player follows Drax into his underground lair in order to seek out and destroy the wizard once and

for all... or at least until Barbarian II.

Drax's inner sanctum is reached by negotiating three multi-loaded levels: the wastelands, the caverns and the dungeons themselves. Each level consists of approximately 28 screens. Linked together to form a maze. The player's character is guided left and right and also through doorways which appear at the 'back' of the screen. Since the orientation of the next location alters when entered, a large sword constantly points north allowing the rooms to be mapped.

All three levels contain two magical objects which are vital for completion of the quest, providing improved resistance to harm, keys to unlock specific sections of the



Grabbed by a pit monster in Level Three

Orc attack!

The final conflict—and Drax loses his head





A heavy case of bad breath — Drax's first guardian

Palace
64/128

Price:
£9.99 Cass
£14.99 Disk



dungeon, and a jewel which is used to gain access to the innermost part of Drax's lair. Extra lives may also be found lying around in the shape of skulls.

The journey through Drax's domain is fraught with danger: the landscape is punctuated by streams of acid and holes in the ground which must be jumped over. Each level is also populated by six different types of monster which vary from the small, head-lucking troll found in the original *Barbarian*, to a huge, bloated Dungeon Master — and I do mean huge!

Once encountered, these creatures attack relentlessly until they are defeated, or an escape is made (although they often pursue their quarry into the next location). Each blow sustained by either character depletes an energy bar, eventually killing the creature —



Another ferocious battle



which disappears in a cloud of green smoke — or adding the barbarian of one of his six lives.

Barbarian II is an impressive product: the colourful settings, attention to detail, large sprites and amazing animation make for a visual treat, and the music and spot effects are on an equal par.

The lack of freedom of movement and limited combat actions (these are now only four) do make *Barbarian II* a little frustrating at times: when the barbarian gets pinned to a wall by a particularly vicious beast, it's difficult to get free or make successful counter-moves. Also, locating the 'burn around' command at the same joystick position as the 'low chop' proves to be a real pain. After a chop, releasing the fire button in preparation for the next move results in the barbarian burning to face the wrong way. Similarly, the natural instinct when under attack from one of the taller creatures, to duck by pulling down, has the same result. In the ensuing panic, you get duffed up a treat.



... ends in grief.

Until the layout of the screens and each aggressors' weak spots have been learned, *Barbarian II* will probably provide one or two fairly short games, but ultimately a lot of enjoyment is to be had from this brilliant hack 'n' burn, which sets new standards for the genre.

Steve Jarratt

ROAD BLASTERS



64/128
US Gold
Price:
£9.99 cass
£14.99 disk

Basically, *Road Busters* is a race cum shoot-'em-up and survival game—a bill like *The Fury*. Drive your pathetically armored car along 50 stretches of twisty road taking you through five countries plus day and night times. The aim on each is to ensure you don't run out of fuel, get shot, crash into other cars and get off the checkpoint at the end of each



section.

Various obstacles bar your way as you race from start to finish. First, and the one you will encounter the most, are the other vehicles.

Yellow fingers are slow and try to bail your way, but can be shot out quite easily with one squeeze on the trigger. Purple command cars are just as slow, but it takes a little more than your puny little machine gun to take them out. Motorcycles are a piece of cake to remove from the road, though if you miss them they have a habit of swinging into you. Rat Jeeps take two hits to destroy and have a habit of ganging up, so it's best to take them out at a distance.

As well as the other vehicles, there are mines in the road which, if driven over, simply blow you up. At either side of the road gun turrets appear, and blow you away. These are a lot harder to avoid than the arcade, but more on that later. Finally, oil slicks lie in the road and, when driven over, cause you to spin smoothly through 360 degrees (very handy when there are gun turrets all around you, as you can keep firing as you spin around.) Unfortunately,

it's the only bill that comes close to the arcade. In fact, it's the only bet worth seeing.

You are not alone in your quest to win the race, halfway along each stage there is a fuel bonus line. Cross it and your fuel goes back to maximum. Bubbles race along the track at random intervals (and they appear when you shoot specific cars) and these, when caught, replenish a little of your fuel. Occasionally, a little heaven sent help will appear, in the guise of a weapons plane, which drops items like a UZ cannon, which doubles your firing rate, a nitro injector, which raises your top speed to almost 300mph, a cruise missile, which causes all the cars within a specified distance to explode, and an electro-shield, which protects you from bullets, mines and other

cars. The weapons are TOO goddamn hard to catch. It's all down to luck whether you are in the right position for them or not. Like the rest of the game, it's a lot harder than the arcade game.

One thing that made the coin-operated play was the correct sensation of steering the car. The wheel made all the difference, and you had total control over the vehicle as it skidded all over the road. The control method of the 64 version however is terrible. It's all a matter of luck whether you hit something that's not in the same line as you; you can turn your car to shoot at an angle, by the way, and the car is impossible to steer. The feel isn't right for this kind of game, and you find yourself sliding everywhere. Happily, and I don't know whether USG have intended this to add to the playability a little, *AR* has got 64 *Buggy Boy* syndrome, which means that it steers itself around corners. As ex-Ed Eugene Lacey quipped when his nurse let him use a sharp instrument for the first time since he left CU (i.e. a joystick), "they've devised a new driving system: the car plays stationery and you make the road move. If you don't understand what he means take a look at the road used in *Out Run*, for wonly it is the same."

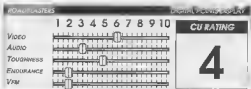
Graphics do bear a resemblance to the original, as a glance at the screenshots here will show you, but what really screws the game up is the animation. The gradual update

Road testers: On the road to nowhere

on the cars and other objects is done very jerkily, though the animation of the main car is quite nice. One point I thought was odd is why do the gun barrels stay yellow all the way up to the screen, and suddenly get a nice coat of red paint just before they exit the screen?

Sound is OK. There are some seriously fine explosion sound effects, and a tussle between sections that does tend to grind on the ears. Here's a funny thing though. Apparently the computer can only do one effect at a time, so when you collect a bubble [ping g-g-g] you can't hear any explosions for a good few seconds. And there's no engine noise. Where's the squeal of tires when you start a section? Where's the speech? Where's the sick bag?

Tony Dillon



GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the Ice cool leader of a gang of drug crezed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

**DARE YOU
PLAY.....**

**FREE
OFFER**



*THIS
GAME IS
NOT
SUITABLE
FOR
CHILDREN

FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF
IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to: -

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCs FY5 2UL.



**NOW
FASTER THAN
WARP 25!**

INCLUDING V3.2R SOFTWARE

COMPLETE BACK-UP SYSTEM

**ROCKET —
A SUPER-FAST DISK TURBO LOADER.**

- LOADS INDEPENDENTLY OF THE CARTRIDGE
- RELOAD ON AVERAGE BACK UP IN 6 SECS.
- LOADS ANY SIZE OF FILE.
- ONE FILE FORMAT

ROCKET LAUNCHES THE EXPERT AHEAD
OF ALL OTHER BACK-UP CARTRIDGES
AND COMES **FREE** ON DISK,
WITH EVERY EXPERT

MAIN FUNCTIONS

- FREEZES ALL PROGRAMS
- CREATES A BACK UP ON 1/2 DISK OR TAPE
- REGARDLESS OF WHETHER THE ORIGINAL WAS LOADED FROM DISK OR TAPE
- INDEPENDENT TESTS SHOW THE EXPERT TO HAVE THE MOST EFFECTIVE COMPRESSION SO YOU CAN SAVE MORE GAMES PER DISK AND HAVE FASTER RELOADING
- SAVES A BACK UP IN ONE FILE
- EXPERT IS NOT NEEDED FOR RELOADING A BACK UP
- PROGRAMS RELOAD IN LESS THAN 10 SECONDS USING NEW ROCKET LOADER

THE EXPERT USER GROUP
55A HAWK RD.
NEW YORK, N.Y. 10022

[illegible]

UTILITY FUNCTIONS

- SPRITE SAVER & EDITOR WITH ANIMATOR
- INFINITE LINES COMMAND
- JOYSTICK AUTO FIRE MODE — EVEN BETTER THAN AUTO FIRE JOYSTICKS
- JOYSTICK PORT SWAP — YOUR BACK UPS CAN USE THE SAME PORT
- POWERFUL & PROFESSIONAL 64K MCODE MONITOR
- PRINTOUT NAMES & LORES SCREENS
- EXPERT EXPRESS — USE THE EXPERT AS A DISK TURBO LOADER

UPGRADABLE

Only the EXPERT comes with its operating software on disk or tape, making upgrading both simple and inexpensive. Get more of our computers and the free, easy-to-use EXPERT's now, call or write:

THE PROFESSIONALS CHOICE -- WIDELY
USED BY LEADING SOFTWARE HOUSES.

The EXPORT is highly acclaimed by all leading programmers for its ability in help producing at the DWT 2x files. Even a major bought SOFTWARE Release uses DWT EXPORT although they don't want to admit it.

EDUCATIONAL

The `386FPU` is a great learning aid if it's clear for getting to grips with machine code. The powerful monitor enables you to inspect the state of the CPU, push the FPU, save the instruction being run, the processor registers, push a register. You can disassemble machine code after transfer to a given address. It has load & save. There are macros to declare & declare to use conversion commands. You can assemble code directly to the CPU or to your own machine code programs. In all, over 500 commands are available.

THE UNIQUE EXPERT - THERE IS
NOTHING QUITE LIKE IT.

If you're used to conventional rankings you may find that THE EXPERT isn't as helpful as you'd like. In fact, we use a RANK value and it's programmed before, just from disk or tape. This takes only a few seconds, but means that it's only unique and only to THE EXPERT. Unlike conventional rankings, we're confident that within a very short time (a few thousands) if other EXPERTS were made, you'd agree that THE EXPERT is the best thing you've bought for your \$4. Should you not be satisfied, then return it within 10 days for your money back.

THE EXPERT UTILITY DISK V3.2

This... is ideal for introducing some of the games. It contains over 25 multiplay transfer routines, 25 codes for protected games, over 50 cheats for various tops etc. A SUPER COMING FOR which includes an EXPLOITED game is up to 40% plus a FREE FREE COMER. AMAZING VALUE AT ONLY £5.95.

UPGRADES FOR EXISTING EXPERT OWNERS

Send only 1 floppy for the LATEST V3.29 SOFTWARE as described above and including ROCKED the new Super Disk Data Reader.

- 10 DAY MONEY BACK GUARANTEE IF NOT 100% SATISFIED
- ALL ORDERS DESPATCHED PROMPTLY BY RECORDED DELIVERY.
- EXPRESS REGISTERED POST AND SAME DAY DESPATCH - PLEASE ADD £1.95
- PLEASE STATE DESK OR TAPE WHEN ORDERING

HOW TO ORDER

TV PHONE ► 0274 691115

OR FAX ► 0274 600150

BY MAIL — SEND CHEQUE,
POSTAL ORDER, PO GIPO,
OR CASH IN REGISTERED
LETTER, EUROCHEQUE,
BANKERS DRAFT.

WITH ACCESS OR VISA

Trilogic Dept. C.U, Unit 1.
253B New Works Road
Low Moor, Bradford BD12 0OP

MeNT IN STERILIZED MILK (1960) ARMO 15, 15A ORDERS

Silverbird
64/128
Price:
£1.99 Cass

Shoot 'em ups have come a long way since the days of *Space Invaders*. No longer do you control a primitive, single-shot laser base facing single screens of simplistic bomb-dropping aliens. Now we have super-slick heavily armed craft negotiating unplein levels of pixelated scrolling terrain occupied by gazillions of intelligent or extremely large aliens spawning death in almost every direction. There have been plenty of coin-ops and full-price conversions and clones, but few, if any, budget games of his type available. And certainly none of this quality.



Scorpius boasts some very aquatic-looking backdrops and sprites

SCORPIUS

Scorpius is a straightforward, no messin' horizontally scrolling progressive shoot 'em up in what's best described as the *Nemesis/Salamander/Sidewalk/R-Type* mould. That's to say, it's got bits similar to these coin-op classics. There are four lengthy levels to battle through with hordes of despicable alien types to shoot or avoid. All the alien sprites are extremely well drawn and animated and make up for the comparatively bland backdrops and weak SFX.

Either one or two players can take up the challenge, with both players on-screen in two player mode, just like *Side Arms* or *Salamander*. If things get a little too hot when you're playing on your own you can always call on an orbital to give you a hand. A press of the Commodore key brings it on-screen, while a further press sends the orbital shooting across the screen, firing and bombing when you do. Extra weaponry comes in the form of letters which float on screen and are shot to change to type of weapon you acquire when you pick up the

letter. For example, collecting an S speeds you up, but shoot it once and it turns into an R for rapid fire, and shoot it again to turn the letter into a D for downward firing bombs. As your arsenal increases, different letters appear, allowing you to collect more bullets, two types of shield, a beam weapon (shades of *R-Type* here), missiles which are launched up-screen, and plenty of other useful bee baits.

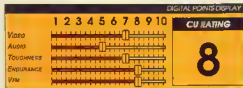
At the end of each level there's a really nasty alien to dispose of before you can progress. Sadly, these creatures aren't so large and menacing as they could have been, with little more to destroy than small, simplistic bomb-chucking sprites.

All in all, *Scorpius* represents excellent value for money. The gameplay is a little repetitive at times, but generally busy enough to keep you on your toes. It's pleasantly surprising to see a piece of software of this professional quality at such a low price. Nice one, Silverbird.

Gary Pean



High quality budget blasting from Silverbird.



Avoiding a group of swirling aliens on level one



TYPHOON



64/128

Ocean

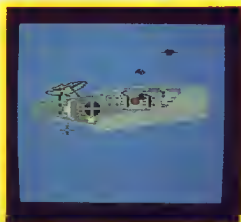
Price:

£8.95 Cass

£12.95 disk

Dive-bombing the enemy carrier.

A problem common to all 64 owners comes when you trot down to your local software shop and think: "Hmmm, I really want to get that *Afterburner*

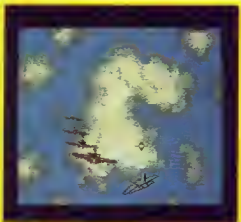


variant, but I can't because I want to buy the *Flying Shark* clone as well and I can only afford one." But now, thanks to Ocean, that dilemma has been well and truly squashed, cut into little squares and flushed down the U-band because Typhoon is both games in one!

Converted from the little-known Konami coin-op (well I've never heard of it!) the game casts you as a lone starfighter pilot on a desperate

mission to attack an alien planet and prevent them from conquering Earth, or something like that. The first section (homage to *Afterburner*) simulates your voyage downwards through the atmosphere on your approach to the planet. Although your craft is supposed to be some hi-tech mega spaceship of the future, it bears a startling resemblance to a cut-down version of your F-14 from *Afterburner*. The

A head-to-head at 20,000 ft



Over enemy territory



ON

enemy fighters scream out of the screen towards you, kamikaze style, before veering away to the left or right and off the screen. Your guns are aimed by lining up an enemy plane with your fixed on-screen cross-hair and letting rip with your cannons. Extra weapons can be collected by shooting down the misfires that the enemy occasionally fire at you, such as a small homing missile that fires out from your undercarriage. But remember, should you fire too late, you'll find yourself in a head-to-head with about 250 tons of enemy plane and it's goodnight for you.

After scripping the allotted number of fighters, you proceed to the second half of this section, where your mission is to dive bomb an enemy aircraft carrier by zooming down on it, constantly pumping it with your cannons, while all the time avoiding the fighters and bombs spewed at you. Should you manage to hit the carrier enough times, it blows up and you can proceed to the next level. After a short(ish) wait for the second section to load, you'll find that miraculously you've been transformed into a helicopter that scrolls up through typically 1942/ Flying Sheriff-type aquatic landscapes. Weaponwise you're given a standard twin machine gun that you can use to destroy enemy planes and short range bombs, used to dispose of nasty enemy ground targets such as boats, gun installations, and later on in the level, aircraft carriers and submarines that appear from out of the water when you least expect it. Typhoon is one of the best shoot, em up to appear on the PC in a long while. Both game sections are extremely playable and the Afterburner section has particularly splendid graphics and sound, sporting fast animation, well defined enemy fighters and a thumpin' good soundtrack to accompany the action. Although the first section may be a little on the easy side, this is more than made up for by the vertical level it's *measant*.

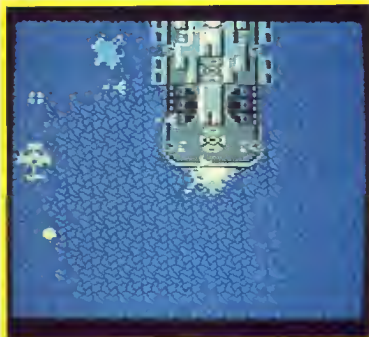
Typhoon may not be the most original game on the market today, but the novel combination of two brilliant games make this an absolute must.

Gary Whitte



Bandit blasted!

Sink that ship



STREET FIGHTER

....STANDING STANDS
IN YOUR WAY



Screens shot from Spectrum version.



Screens shot from Amstrad version.



EXPLOSIVE COIN-OP ACTION!

Battle your way across the globe taking on the mighty fighting power of 10 awesome exponents of hand to hand combat.

"A SINCLAIR CLASSIC"

"Thoroughly impressive combat game which knocks Renegade for 6. Go damage someone," Sinclair User

"It's fast, good looking and well hard" Your Sinclair

CBM 64/128 **£9.99** - **£14.99**

Spectrum 48K **£8.99**

Spectrum +3 **£12.99**

Amstrad **£9.99** - **£14.99**

Atari ST **£19.99** & Amiga **£24.99**

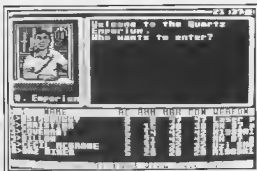
CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY



Screens shot from Atari ST version.





experience points you gain by blasting people.

Actually, small communities aren't the only ones to survive; some cities have made it too, most notably Las Vegas (the house betted against any missiles hitting, and as we all know the house always wins). Now the fin city of Las Vegas is inhabited by gangs of killer robots, heavily armed but with rich pickings when destroyed.

Out and about in the desert can be more deadly than the cities. Run out of water and you'll die of thirst. Fail to take a geyser counter and you're liable to glow so much you won't need a torch. Mutants and snakes are a constant hazard, so you need to be well armed, being able to fire a gun at night is more important than walking and breathing (so it says in the instructions).

What came as a complete surprise to me was a strange little feature whereby when something

interesting happens the computer rattles you off a paragraph number which you have to read from the special book supplied. This helps to give the game more of a story-like atmosphere, but it also enables the dishonest player to look up any passwords needed in the game rather than find them out for him or herself. So well subplotted is *Wasteland* that you could well find yourself jumping straight out of one mission and into another.

The graphics are a meld of traditional overhead views with the combat sequences produced in the style that made *Bards Tale* a winner.

This is an immensely playable game but with one fault; you need four blank disks to play it as you are required to make backups of all four game sides. Disks aside this has to be one of the ultimate RPG's. Stick gameplay, slick graphics (no sound but who cares?). Get it while it's hot.

Mark Patterson

WASTELAND

64/128
Electronic Arts
Price:
£14.99/disk

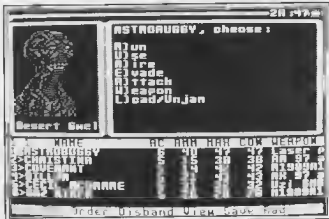
Set in post-holocaust America, *Wasteland* is the most absorbing RPG I have played this year. The plot goes roughly as follows: it's 1998 and America has a giant space citadel in operation. Worried by America's new space missile capabilities many of the non-aligned countries (like South America) declare their allegiance to America. Most of the remaining neutral countries then take Russia's side, leaving only Ireland, Switzerland and Sweden neutral.

Two weeks before the Citadel is due for full operations it's own transmit a distress signal. Shortly after the signal is received nearly all the satellites orbiting Earth get wiped away. In pure panic the Soviet Union and United States use up nearly 90% of their arsenals in all-out nuclear war.

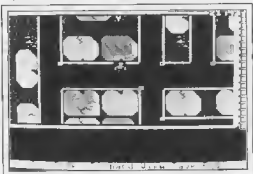
Now all that's left in America are a few struggling pockets of civilisation, the most successful being the rangers — ex US army engineers who were in the desert building bridges at the time of the war — who joined with small bands of survivors to form a thriving community.

Your party is a group of these

He should have used Sephon.



Casing the casinos.

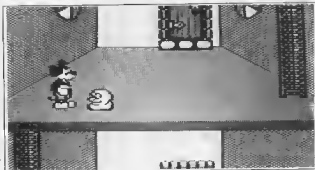


rangers, sent out to investigate a series of disturbances throughout the local regions. A good task since you are not limited in what you have to do, and you can go anywhere within the boundaries of the wasteland.

You can create up to four of your own characters in a party with anything up to three Non Playing Characters (NPCs) also joining the group. The name of the game is violence and lots of it. Unlike most RPG's there are no swords, spells or magic items. In *Wasteland* you survive with crowbars, Uzis, LAW rockets, grenades and various other weapons. You can also gain promotions based on the number of

**Gremlin
Commodore
64/128
Price:
£9.99 Cass
£14.99 Disk**

A mouse meets
a smile ▶



press-the-trigger matter. Oh no, you have two types of weapon, your trusty water pistol and a mallet. Your job is to work out which particular evils are affected by which.

Don't misunderstand me, my little treadle-buns, *Mickey Mouse* isn't really a bad game, it's just that every time I play it I get *Deja Vu*. Not of any particular game, but of around three hundred other puzzle-and-shoot arcade adventures throughout the last five years — and I wasn't really that keen on them then. Despite the fact that at least the graphics look like *Mickey Mouse* (a point on which many cartoon hero games have failed) and the sound is not a bad little rendition of the music from *Fantasia*, basically my feelings towards this product are similar to those of my feelings toward Mickey himself — all a bit insignificant and dated. Sorry Mick!

Fordy Hamilton

MICKEY mouse

Quite why a rodent who wears red Y-fronts with white buttons and whose only significant characteristic is the fact that his age qualifies him for free travel on public transport should be a world-wide cult figure is anybody's guess. myself I find him far too clean-cut and 'cute' for my taste, but all the same, eh with the game!

The four wicked witches of the East, North, South and West have stolen Merlin's wand. Why? So that their loyal 'orriblenesses can put a curse on Disneyland therefore evicting all the current tenants, such as Minnie, Goofy, Donald and Co. and the other cuties we learnt to loathe! Well, the one thing we do know about our squeaky little rodent hero is that he does like to have an adventure, or to put it another way he simply can't leave anyone else to their own business! Nicky intends to get the wand back and restore Disneyland to its rightful owners.

To do this, Mickey has to enter each of the four towers of Disney castle, destroy the witches' henchmen, and complete all the little puzzle sub-games. The sub-games vary from mini-Gauntlet type mazes where you have to collect various items for your quest, to a daanged upside-down version of space invaders.

To help on his quest Merlin has given Mickey a water pistol full of magic water, which will not just terminate the nasties when shot, but turns them into something that will help Mickey on his quest.



▲ Get ugly, Mickey.

Among the things that the monsters will turn into when they're shot are:

Potions: These will boost Mickey's energy supply (as he only has the one single solitary life) and also boost Mickey's water supply.
Bomb: Yes! You guessed it, this will blast all nasties off the screen.

Glue: Sticks all nasties to the floor.

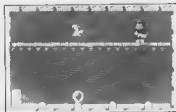
Shield: Temporary invincibility.

Ugly face: When it looks as repulsive as Cyril Smith an advantage? When it means that you're so ugly your enemies run away from you!

Lightning: Makes you as fast as...

Killing monsters is not simply a

Reset by a
ghostie ▶



MICKEY MOUSE										DIGITAL POINTS DISPLAY	
1 2 3 4 5 6 7 8 9 10										CU RATING	
Video										5	
Audio											
Toughness											
Endurance											
Vim											

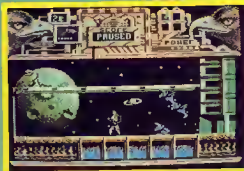
QUADRANGLE



LOCOTRON LTD GREENHOLM HOUSE 18 GREENHOLM ROAD LONDON W6 8NX
QUADRANGLE IN ACTION — STRATEGY — TENSION — FIRST — EYE VIEW
STANDARD — £24.95 (TIN TANDY COMPATIBLE)



LOCOTRON



Hewkeys offers plenty of shooting tactics.

64/128 Thalamus Price: £9.99 Cass £12.99 Disk

Nothing has been heard from Newsfield-owned Thalamus since Martin Walker's brilliant *Hunter's Moon* was released just before the end of last year. However, the silence is about to be broken with *Hewkeys*, a horizontally scrolling platform game cum shoot 'em up written by a trio of Dutch ex-hackers, the Boys Without Brains.

As with all previous Thalamus games, the graphics are of a very high standard. Each level has a gorgeous static backdrop over which the platforms and immediate foreground scroll. The overall effect is very impressive, especially when there are windows or large gaps in the scrolling foreground scenery.

The sound is also commendable. The title track is a little too much like the one on Hewson's *Cybernoid* for my liking, but the in-game tunes and sound effects are excellent.

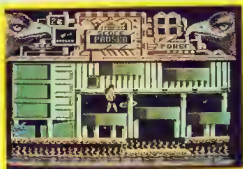
So far so good, but what of the game itself? Well, the gameplay is very straightforward, with the player taking control of a lanky, long-haired sprite who runs and jumps across each of the 12 levels in search of puzzle pieces. Apparently, the hero is modelled after *Delta* and *Quader* author Stavros Fasoulas (who, incidentally, is still having fun playing solitaires on the Russian border during his term of National Service with the Finnish army).

There are four puzzle pieces per level, which appear one at a time. The whereabouts of a piece is indicated by the two hawk heads at

the top of the screen - if the object is to the left of the hero, the left hawk's eye blinks, the opposite occurs for an item to the right. A puzzle piece is picked up automatically when touched, and when all four are collected the hero can run off the right-hand side of the landscape to finish the level, whereupon the next one is loaded from tape or disk. The multi-load system is very good indeed - while the next level loads, an animated sequence shows

... and loads platform!

Stavros shoots up a gorilla.



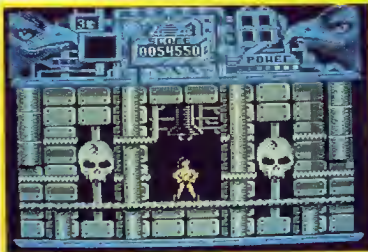
Stavvy being 'recharged' and a bonus is awarded for the amount of power and bullets remaining.

Throughout the mission, Stav is beset by a wide range of creatures which attempt to deplete his power

by bashing into him. The most common creature is the crappy-looking bouncing duck, but others include beautifully-animated birds and some brilliant giant dinosaurs, cavemen and gorillas.

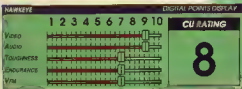
Fortunately, Stav is armed with four types of weapon with which to vanquish the enemy sprites. Machine gun, rocket launcher and laser are all high-powered, but have limited ammo, while the pistol is

Hawkeye



While the next section loads, Stav is recharged.

Battling through "Blue Monday" level



feeble in comparison but has an endless supply of bullets. Each weapon is selected by using the function keys or by holding fire and moving the joystick left or right, and can be topped up by collecting the glowing icons which regularly appear.

Now all this sounds pretty good, and to be honest when I first played *Hawkeye* I thought that it was destined for great things. The gameplay is fast and frantic, but in the end it just boils down to running left and right, picking up pieces while shooting anything that gets in your way, level after level. Shoot 'em up fans may find this sufficient entertainment, but those who like their play a little more varied, or like using their brains as well as their joysticks might find the action tiresome.

Therefore I've decided that *Hawkeye* doesn't quite deserve a Screen Star. I also recommend you try it out before parting with your cash.

Julian Rignall

Only three more puzzle pieces to collect.



You are competing against the world's greatest in the greatest and toughest series of winter sports yet devised. Seven events to test your skill and nerve to the utmost; each one with

THE WINTER GAMES™

its own individual demands. Practice, patience and more practice are required to stand any chance of a medal. You can do it; you will do it! And what's more you'll have a great time trying!



Ski Jumping - There's only one place to go for a thrill and total excitement - compete in the event where winter thrills are and style count. Now add your name to...



Speed Skating - The fastest of the fastest sport on earth. A test of strength and nerve with no shortcuts. Skating is now in the quest for gold.

Figure Skating - One of the most difficult and graceful of sports. Battle with time in 112m and winter has it in this ultimate test of endurance.

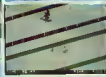


Cannon Skating - One of the most difficult and graceful of sports. Battle with time in 112m and winter has it in this ultimate test of endurance.



Figure Skating - One of the most difficult and graceful of sports. Battle with time in 112m and winter has it in this ultimate test of endurance.

Slalom - Speed, control and skill - a combination of the most difficult of skiing events.



All screens from the Countdown 64 version of the game.



Figure Skating - One of the most difficult and graceful of sports. Battle with time in 112m and winter has it in this ultimate test of endurance.

Horseshoe Skating - A true test of skill and nerve. A test of strength and nerve with no shortcuts. Skating is now in the quest for gold.



EPYX®

Manufactured and Distributed under license from Epyx Inc. by U.S. Gold Limited 211 Heddon Way Hullcroft, Birmingham B6 7AX

Available for Amstrad GPC Cassette & Disk, Atari ST Disk, IBM PC/XT Disk, Commodore 64 Cassette, Spectrum 48/128k, +2 Cassette, Spectrum +3 Disk

©1988 Epyx Inc. All rights reserved. Epyx is a registered trademark. No. 11193270

oops!

64/128 Big Apple

Price: £9.95 cass

£14.95 disk

Oops! signals the arrival of a new name in the software biz, that of the Big Apple Entertainment Co. — a grand title for a company based not in NY but in the less salubrious surroundings of the Bunswick Industrial Park, N11.

One of the 'first pickings' from the Big Apple tree, Oops! is described in the publicity handouts as being 'as original as it is fiendish, as fresh as it is addictive'. Well, if Big Apple's idea of an original game is this tired old Pac-man derivative, then let's all pray that the Big Apple tree has a lean crop this year.

It's one of those games where you have to move your 'droid' (funny pulsating square thing) along the pathways of the 'space time continuum' (32 bit grids) to collect the 'vital gravity pods' (pulsating circular things).

The skill lies in mapping out a route around each grid which allows you to pick up all the pods as well as passing over as many bonus cells as possible, gaining extra points, lives and time. As these bonus cells are identical to the booby-trapped cells which cause the pathways to disintegrate, it's a case of learning from your mistakes. Fortunately, the layout of each grid remains the same from one game to the next.

There are various other surprises in store, such as arrows which push you into oblivion, tiles which teleport you from one corner of the grid to another, and pathways which flash in and out of existence, making movement along them a matter of split-second timing.

And all the while you've got to keep out of the way of the bouncing ball (oops! sorry — I mean 'electron bomb') and never stay in one spot for too long in case the rampant Rimoids come pelting horizontally or vertically towards you. Your droid is armed with a delayed-action explosive to use against the enemy, though you might find it a better just to keep out of danger's way.

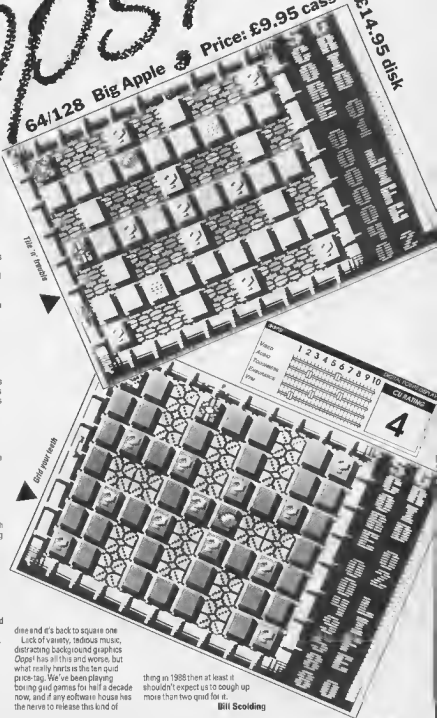
As with all games of this ilk, interest wanes quickly and the further you succeed in getting, the less likely it is that 'oops!' will be your exclamation when you droid

dies and it's back to square one.

Lack of variety, tedious music, distracting background graphics: Oops! has all this and worse, but what really hurts is the ten quid price-tag. We've been playing boring grid games for half a decade now, and if any software house has the nerve to release this kind of

thing in 1988 then at least it shouldn't expect us to cough up more than two quid for it.

Bill Scolding



Had enough
of
Arcade Games
or
Spreadsheets?

There
is an
Alternative

A company that
specialises in Quality
Strategy, Adventure
and Simulation
software from around
the world

A Company that offers a
quality Mail Order
service for Gamers
in the U K
and Europe

**STRATEGIC
PLUS**
SOFTWARE

Send £1.00 for our
extensive Catalogue
which includes
descriptions and
complexity ratings
for each game

COMMODORE C-64/128

Pelton vs Rommel (EOA) £14.95
Wasteland (EOA) £16.95
Panzer Strike! (SSI) £24.99
Bard's Tale III (EOA) £16.95
Rommel — Battles In The Desert
(SSG) £18.95

Strategic Plus Software

P O Box 8
Hampton
Middx. TW12 3XA
01 979 2987

COMMODORE AMIGA

Empire (Interstel) £39.95
Gettysburg (SSI) £29.95
Breach (Olivetti) £34.95
Bard's Tale II (EOA) £24.95
European Scenery Disk (sub-logic) £19.95



SOFT LOGIC
INFOCOM

**SIMULATIONS
CANADA**



ELECTRONIC ARTS



MICROPROSE

**ORIGIN
SYSTEMS INC.**
BRITECH



All prices include VAT and P&P. ALL PROGRAMS ARE ON DISC ONLY.

PROBLEMS WITH YOUR COMMODORE?

**FOR FAST, RELIABLE AND PROFESSIONAL
REPAIRS AT COMPETITIVE PRICES**

P M ENGINEERING
UNIT 8, NEW ROAD, ST. IVES,
CAMBRIDGESHIRE, PE17 4BG

We can also supply you with: Hardware,
Software, Blank Discs, Accessories and
Spare Parts



ST. IVES (0480) 61394



LOOK! LOOK! LOOK!

☆ **BROTHER HR5 PRINTER**

- ☆ 30 CPS ☆ 9-pin dot matrix
- ☆ Very quiet and lightweight
- ☆ Epson compatible
- ☆ Battery or mains
- ☆ Thermal or ink print
- ☆ Standard Centronics

£49.95 plus £3.05 postage
Mains Adaptor £2.95 with printer



☆ **BROTHER HR10 PRINTER** ☆

Robust, high quality DAISY
WHEEL Printer Available for
Serial/Commodore
Friction Feed and optional Tractor
Feed. Price £350.00

£109.95 (Tractor Feed
£9.95 Extra) Plus £5.05 Post



☆ **FERGUSON 12" MONITOR** ☆

Ferguson Quality 12" Monochrome Monitor
with Composite and TTL input. 80
Character x 25 line resolution. Dynamic
Focus

£44.95 (plus £5.00
postage/packing)



UK HOME COMPUTERS

82 Churchward Avenue, Swindon, Wilts
Tel: (0793) 695034



AMIGA EXTRA



FIRED & FORGOTTEN!

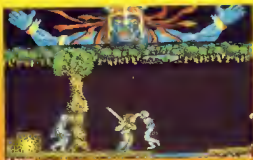
REVIEWED: IKARI WARRIORS · ICE PALACE
CARRIER COMMAND · BLACK LAMP ·
TIPPED: THE SENTINEL
MAPPED: WIZBALL



OFF SHORE WARRIOR

"Violence on the high seas, the ultimate test of manhood!" screams the movie accompanying 'Off Shore Warrior'. Phew, right-on or what???? Set in the year 2050, OSW pits you against your fellow citizens in a death or glory aquatic race-car-dogfight, all for the amusement of a brutalised populace. Sounds like a cross between the Circus Maximus, Megacity One and the boat race scene in "Love And Let Die" to us, and if it manages to be all that, it sure will be spectacular. Alas, until its released this September, you'll just have to mahn do with this rather pretty screenshot.

FUTURE AMIGA PREVIEWS



THUNDERCATS

Arriving on the office doormat just too late for review this month was another from the plethora of Elite Amiga titles, *Thundercats*. Based around the kiddies' cartoon that's currently getting an airing on Saturday Morning TV (Mark Patterson's all-time favourite TV show, incidentally), the game has you playing Liono, lord of the Thundercats in a mission to retrieve the sacred Eye of Thunder from the clutches of the evil despot Mumm-ra by making his way across many levels of enemy territory, bashing off Mumm-ra's minions with his trusty Sword of Omens for any other weapons he manages to pick up along the way). Expect a full review next month just in time for it's release around the time of the PC Show.

MORTVILLE MANOR

An urgent telegram from an old friend, obviously close to death, brings you back to a mysterious scene from your childhood, the grim old house that is Mortville Manor. What are you looking for? Who knows? As the scenario so cryptically puts it, "If you know that already, there wouldn't be any mystery!" *Mortville Manor*, from French software house Lamber, was hugely successful in its country of origin, and its English distributors, Activa, are confident that the English version, due out here this month, will sell in similarly massive quantities on this side of the Channel.





MOTORBIKE MADNESS

Coming shortly from Mastertronic, *Motorbike Madness* puts you in the saddle of a scrambling bike. You can choose between racing against the clock or taking on computer-controlled opponents, with all the hazards of the real thing to be negotiated, and hard-earned prize money being lost repairing the damage caused by every mishap and being spent to carry out essential enhancements necessary to increase your chances in the next race. Up hill, down dale, around tyres and between flags is the story here; those who like the sound of rubber as mud will love this, we reckon. *Motorbike Madness*, on the Mastertronic label, is scheduled for release in early September.

SHOCK VIEW AMIGA VECTORBALL

As any software boss will tell you, if you ever run out of sports to convert to computer, simply invent some new ones, preferably involving robots and other such futuristic elements. The latest company to make use of this rule are Mastertronic, formerly known for their other futuressport sim, *Blasterball*. *Vectorball* is reputedly "A blend of the speed of Ice-hockey, the precision of Netball and the complex curves of Crown Green Bowls" where two duels battle it out over a series of weird and wonderful specially constructed pitches, containing ditches, hills, valleys and ridges, in an attempt to score goals by firing a ball at designated target areas on the pitch boundaries. Promising ever-so squally graphics (check the screenshot) and nerve-racking playability, *Vectorball* is due out any day now.



BIONIC COMMANDO

Swinging it's way through trees and stormtroopers in your local software shop soon is Go's *Bionic Commando*, converted from the Capcom coin-op original. Our star of Gazco enthused over the cover-featured 64 version some months back, and no doubt Amiga owners will have been eagerly awaiting its release on the 16-bit. Well, people, this month's should see the end of your vigil. Extended arm, fun for everyone.

JOURNEY THROUGH HELL TO THE LAND OF LEGENDS



LAND OF LEGENDS is a dungeon-type adventure game. The first person graphic format gives you the sense of actually being in the dungeon as you roam through the multiple levels of various dungeons which you create. LAND OF LEGENDS has an over-head viewing mode which enables you to prepare for the nasty creatures and beasts which you will encounter. Do you have what it takes to become a dungeon master? **Amiga - £29.99**



Amiga screen shot shown



AVAILABLE SEPT

from

microillusions



► TRACERS

As part of the integrated Human Operations Police in the Techopolis Precinct you will be after a new breed of criminal - those which hide in computers.

These thieves, drugs and terrorists are extremely hard to stop, but using the very methods they use you can corner one or two of them and crash the program.

Can you stop them? **Amiga - £24.99**



Mail Order: Microillusions, Activation House, 33 Pond Street, Hampstead, London, NW1 2PN. Consumer Enquiries: 01-431 1104
Technical Support: 0703 229694

Better Dead than

ALIEN

Amiga
Electra
Price: £19.99

I've seen the Rambo films and I've played countless shoot-em-ups, but I've never come across anything with a plot as decidedly gung-ho as the instruction leaflet accompanying Electra's debut release, *Better Dead Than Alien*. The title itself suggests a severe case of extra-terrestrial xenophobia on the programmer's part. According to the blurb, aliens are "the most revolting life forms ever to pollute the Universe and threaten to obliterate freedom and democracy." Searing stuff indeed.

After you've opened the box and waded through all the worthless

Mike makes his debut in BDTA

cardboard gimmicks (including a 'Brand Zoom' 4-page comic with some of the worst artwork I've ever seen) and loaded up the disk, you'll reel in horror as you realize that *BDTA* is not the vertically scrolling shoot-em-up that the screenshots on the box led you to believe, but is in fact *A Space Invaders* clone!!!

After making your initial game selections on the title screen, you are plunged straight into the first level and the first wave of nasties who, in true *Space Invaders* style, plod across the screen in formation before dropping down one line and plodding back the other way. Your

Space Invaders revisited

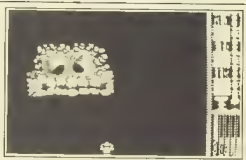
spaceship (which looks suspiciously more like a crown than anything else) is positioned at the bottom of the screen and moves around under mouse control blowing away any alien scumfuk who dares to be on the same screen as you. Most of the aliens have a little 'eyeball' thingy

reason) while there are a couple in each wave that have a green glowing thing, and guess what (oah, do tell us Gaz, we can't wait!) when you shoot it, it drops a little capsule that you can pick up to upgrade your ship's weapons. Extra weapons

include 'scatter bolts' that let you fire in three directions at once, the ubiquitous shield and yet eternal armour missile what can waste a whole row of alien flitbags with a single shot. Cor blamey!

To provide some sort of relief between the rounds of alien-zapping tedium, every so often there are a couple of variety rounds, one of which being a simple 'destroy the mothership' effort where a large and extremely ugly alien comes flying down the screen at you and has to be hit quite a lot to be destroyed, and the other being a neat variation on the *Asteroids* theme. On this round, huge swirling rocks whizz around the screen and have to be broken down piece by piece in order to finish the level. For sheer entertainment value, this was the high point of the game for me, but only because the rest of it was so boring.

AMIGA



Better Dead than Alien is a typical example of a game that, despite the programmers' best efforts, has totally failed to come off. The graphics, although quite pretty, are poorly animated and fall way short of the machine's potential. Sound too is poor, with no lute to speak of and although the synthesized effects are nice, they're far too sparse to have any real effect. The whole thing is very user-unfriendly and the mouse control is totally cack (as GP would say). The only redeeming features are the amusing gung ho attitude of the instructions and the

high score table. In my opinion, the programmers have concentrated more on producing a game with a sense of humour than a playable one, and the end result is little more than uninspiring.

Gary Whitta

BETTER DEAD THAN ALIEN										DIGITAL POINTS DISPLAY	
1 2 3 4 5 6 7 8 9 10											
Video											
Audio											
Toughness											
Endurance											
View											
										CU RATING	
										4	

Hot on the heels of Microdeal's jolly jungle shoot 'em up romp *Leatherneck* comes the official conversion of the game that inspired it, *Ikarai Warriors*, courtesy of Elite II, when it comes to the com-op scene, you are a pretty wised-up dude, you may as well skip the next couple of lines, while I explain to the rest of you what it's all about.

Ugly and mean super-commandos Paul and Vince's commanding officer, General Bonn, has been kidnapped by violent terrorists who are currently holding him captive in their secluded jungle hideout. Paul and Vince get some guns and grenades and fly out to the jungle, where the action begins. As you must have guessed by now, it's a vertically scrolling *Commando* variant with some extra features, the most noticeable of these being a simultaneous two-player option.

The enemy are pretty nasty guys, much more muscled than the pathetic slugs that accost you in *Leatherneck*. Dressed in snazzy blue uniforms and baseball caps (?) they run down the screen either singly or in groups firing their tommy-bait-like bullets at you, which thankfully aren't too fast and can be dodged easily. To dispose of these troublesome goons, 59 bullets are supplied for your machine gun as well as 50 grenades that you can lob by holding down the fire button.

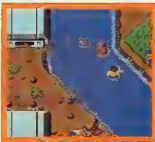
The jungle you traverse is graphically a lot more basic than the territory in *Leatherneck*, being a sort of desert-own jungle bordered by palm trees with buildings and bridges cropping up in later sections. Immediate peril comes in many forms, including pillbox gun emplacements that shoot out bullets at all angles and inca masks set into the floor that spit out bullets all over the shop. A well-timed grenade shot will dispatch these, along with any soldiers in the vicinity. As well as these, ground-half-way through each level, you'll come across large

Trampling across a bridge

IKARI WARRIORS

expanses of water that can only be crossed by jumping in and wading through at waist height, which slows you down considerably.

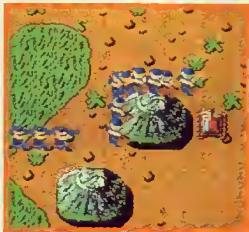
What with all these guns and goons out to get you, you may be getting the impression that the odds are stacked pretty steeply against you. To help you out a bit, it's possible to capture an enemy tank, just keep walking up the screen and a stationary tank flashing 'IN' will appear. By standing over it and holding down the fire button, you gain control of the tank and can then



**Elite
Price:
£24.99**

Come in, the water's lovely...

An incensed warrior takes on some blue coats.



it's necessary to cross a bridge (if there is one) or leave the tank behind if you want to pass. In addition, should a goon hit the tank with a grenade, it will ignite and you have only a few seconds to get out and get out of range before it explodes, sending twisted metal flying everywhere (nasty).

Ikarai Warriors is a damn good conversion — almost perfect in fact. If anything it's more enjoyable to play, as you don't have to put up with those crappy 'stump' joystick that the com-op (and it's so-f-r sequel *Victory Road*) were afflicted with. The graphics are well-defined and brightly coloured, and combine well with the cutesy sound effects just like its arcade daddy.

And for those who absolutely must have a comparison, *Ikarai* is a much better game than *Leatherneck* and a thoroughly impressive conversion to boot. Brilliant.

Gary Whitta



IKARI WARRIORS										DIGITAL POINTS DISPLAY	
1 2 3 4 5 6 7 8 9 10										CU RATING	
Video										8	
Audio											
Toughness											
Endurance											
Fun											

**Titus/
Entertainment
International
Price: £ .99**

Following their first, and largely forgettable release, *Crazy Cars*, French software house, Titus, have now ventured into the 16-bit market once more with what appears at first sight to be the same game — only worse.

Borrowing heavily in its inspiration from the classic Atari coin-op, *Roadblasters*, *Fire and Forget* uses the 3D road routines from its predecessor with some tepid blasting action bolted onto this already poor foundation.

The Intergalactic Liberation Organisation have destroyed many of the Earth's major cities and are threatening to take control of the whole planet. Only the 'Thunder Master' — a heavily armed, V-16 triple turbo, four-wheel drive car — stands in the way of their plans. As commander of the world's ultimate fighting machine, it is the player's task to negotiate the major conflict zones, destroy the ILO's forces and avert a full-scale nuclear war.

The action takes place across six combat zones set in different locations around the world. These are accessed individually from a map selection screen which appears at the start of the game and also in between each battle.

Luckily for the Thunder Master, the ILO's forces have stationed themselves along the roadways which traverse the otherwise desolate landscapes. The route is lined with sentry posts, gun emplacements and vegetation while the road itself is littered with mines, blockades and tanks. The Thunder Master is also assaulted from the air, as helicopter gunships frequently zoom overhead spitting a barrage of lead death.

The only limitation on the TM's progress is its fuel level, which is depleted as a matter of course, and also on contact with obstructions and enemy fire. The car's ample fuel tanks are refilled, though, on collision with conical fuel canisters which appear at intervals along the route.

Fire And Forget also offers a two-player option, where the second combatant takes control of the 'Thunder Cloud' — a small, winged craft which mimics the speed of the TM and can be guided to left and right of the screen in order to fend off attacks from enemy aircraft.

On paper, this sounds like it could be lots of fun — as indeed its arcade role models. Unfortunately, the reality is far less appealing. The amount of obstacles to avoid and



▼ The desert roads.



the speed at which the enemy craft appear is ludicrous: you really DO have to fire and forget, since you have no real hope of avoiding all of the oncoming objects.

The graphics are no great shakes either, the road movement is only moderately effective and the frame update on approaching objects is not particularly smooth, relying on speed to hide its deficiencies.





"Snow" way through.

Blasting towards the city



"Tanks" very much.

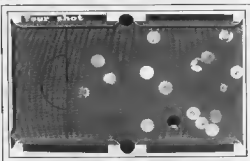
After several frenzied and rather dissatisfying battles, *Fire And Forget*'s appeal soon wears very thin. Each combat zone is much the same as the next, bar differences in the colour scheme and a small variety in the ground-based obstacles, and the driving aspect is reduced to going at full pelt, since the car never actually leaves the road but simply slows down on contact with the rough terrain to either side.

This lack of variety together with the tediously repetitive blasting, conspire to make *Fire And Forget* a real boredom-inducer. And great news: Titus' next release, entitled *Off Shore Warrior* looks like *Fire And Forget* on water — I can hardly wait.

Steve Jerratt

Obstacles galore.





The opening break.

Pub Pool Amiga Price: £9.99

Oh dear, Mastertronic must seriously be running out of ideas in their software development department to have released this. Not only is *Pool* one of the most boring and pointless games that you can convert, it's been proven time and time again that it doesn't work when you do convert it. Alas, Mastertronic have gone and done it anyway and have come up with a pretty mediocre offering.

After reading through the compulsory instruction screens (which only echo everything you've just read in the manual) you are presented with the standard birds-

eye view of the table that sits longways across the screen. There's nothing revolutionary about the control mode either, except instead of a cross hair, you are given a replica of the cue ball with which to determine exactly where your ball is going to go. Initially, of course, this is aimed at the pack of seven spots, seven stripes and the black.

After positioning your cue ball (which you have only 9 seconds to do) the view switches to show you right hand on the pool table in the 'bridge' position with the cue sliding along it. You view the cue in much the same way as you view the jousting lance in *Defender of the Crown*. From here you can wiggle the cue around and therefore decide what sort of spin you're going to put on the ball, be it topspin, sidespin, screw etc. For a more accurate display of exactly how the ball is going to react when you hit it, a series of graphs are provided in the

PUB POOL

top-left-hand corner of the screen to indicate the various amounts of spin, strength and time (yes, you only get ten seconds here as well) of which are determined by movements of the mouse. Finally, you hit the mouse button to take your shot and the view flicks back to the table where your shot is then automatically played. If you manage to pot a ball, you then have to go about potting the other six balls in the same 'suit'. Should you miss (which you'll do quite a lot) the play reverts to your opponent. In one player mode, the shot selection screen is missed out as the

computer takes his(hers) shot straight away.

Should any player hit a ball that's not one of his 'suit', or accidentally pots the cue ball, a foul shot is declared (with some dodgy sampled speech) and the opponent is given two visits to the table plus a free ball. Play continues like this until somebody manages to pot all the balls in his suit followed by the black, but should anybody pot the black by accident before all the other balls have been potted, he immediately loses.

What more is there for me to say? I've described the control method,

Mastertronic Amiga Price: £9.99

Avid readers of CU will remember that not too long ago, a rather pleasant cheepo from Mastertronic by the name of 180 appeared on the scene. Being the excellent simulation of darts that it was, and costing only three quid, it was only awarded one coveted 'cheepo of the month' award. Not wanting to leave 16-biters out in the cold, Mastertronic have converted it onto the Amiga and retitled it *World Darts*.

Upon loading you are presented with a neat opening sequence in which three darts land with a sampled 'thok' into the treble twenty. A fat northern commentator appears and exclaims "Arcadia presents World Darts", as it's supposedly been converted from the Arcadia Super-Select coin-op that houses 4 games in one machine

(including that old fave *Xinon*), although I have never personally come across it. After selecting the type of game you want from the option screen (you can either compete against a pal or go for the world title, playing against three computer controlled opponents in turn) you take the arrows in hand and begin play.

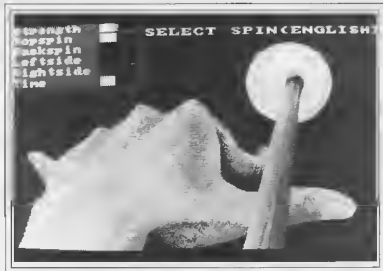
The board itself takes up about two thirds of the screen, with the far-right hand portion housing the scoreboard. To throw your dart you guide a large hand about the screen with the joystick until it points to the part of the board you want to hit and then press fire. It may sound easy but I can assure you it isn't. It's impossible to keep your hand totally still as it is constantly moving, so you simply have to release the dart as the hand passes over the required segment required. Add to this a 15 second time limit to throw each dart and it results in a highly difficult (but not frustrating) dart-throwing technique which takes a lot of practice to perfect (having played both this and 180 though, I found the

WORLD



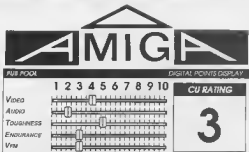
given you the rules of the game, what else is there for me to do. Ah, yes, I can moan about how bad the game is. For a start, the graphics are nowhere near as good as they could have been, for although the balls are animated well enough, it can sometimes be difficult to work out if a ball is a spot or a stripe if it stops at an awkward angle. Sound is on a par with the graphics (not very good) with the worst piece of speech I've ever heard on any computer, and considering all the Amiga has to say is "Foul Shot", it's obvious that it's been a bit of a rush job.

But far worse than all this are the appallingly bad logistics. It's impossible to play a proper game, because the balls never go where you want them to. I was experimenting with spin, and positioned the cue ball to the far left of the target ball so that it would roll to the right, but against all laws of physics, the ball went off to the left! Power is a joke, as I found many a time that if a cue ball that has lost all of its momentum just snicks another ball as it stops, that ball will often shoot across the table at top speed. The computer offers no contest and just opts to hit whatever ball is closest, which means foul shots occur frequently. In fact I could go on for a few more pages just picking out all the faults that *Pool* has, but being the nice and considerate guy that I am (ahem) I won't because I don't want to embarrass the programmer any



further. All I will say is that *Pool* is undiluted twaddle that no self-respecting Amiga games player should own.

Gary Whitta



DARTS



'diagonals only' method of 180 a better one)

After throwing each dart, another hand passes over the scoreboard and chalks up the score. After all three darts have been thrown, the computer does a quick bit of subtraction and tells you how many more points you require. As in the original, there's a handy table on the inlay that saves you from having to get a calculator to work out what you need to 'check out'.

◀ "Stop right up"

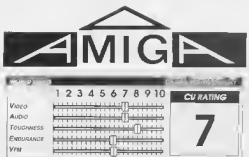
When your turn's finished, the computer opponent steps up to the oche. This was a real let down for me, as it's nowhere near as good as the original. Whereas in 180 there was a typically bad piece of pubby

music played along in the background as the computer throws his darts, in *WD*'s all done in complete silence. On top of this, the player and the backstop are both poorly defined and animated. Very dull indeed.

What more can you say about a game like *World Darts*? The first to zero from 501 is the winner and proceeds to the next round. Win all three and you are presented with a platter or trophy or whatever. The

graphics have been well done (except in the opponents' throwing sequence) and sound is good, albeit sparse, with the same bouncy soundtrack as the original. Not surprisingly, the speech has been greatly enhanced. Although it doesn't fully live up to it's predecessor, it's an enjoyable game in it's own right and worth a look, if only for the appallingly bad artwork on the packaging.

Gary Whitta



Zoom

Amiga releases...

AMIGA

**Discovery
Software
Amiga
Price:
£19.99**

Long gone are the days of the Amiga-type game when life's beauty was its simplicity.

When all a wandering gamer had to do was roam around a maze filling in boxes, by collecting dots or some other similar method. But then a voice came out of nowhere, a beam of light half-blinded me, and in the oldest traditions of the immaculate conception it appeared on my desk, bearing only one word... Zoom.

Sorry about the rather OTT intro, but I just love anything that smacks of nostalgia. The aim of Zoom is to fill in the grid of boxes by going over the lines that make up the grid. When you go over each line it changes colour, and when a box is completed it does the same. As any player who was around during the era of these games will inform you the best strategy is not to go about the grid doing it box by box, but instead to try and do it by swooping along all the long lines, thus giving you less ground to cover, also increasing your chances of earning a nice fat time bonus.

Of course my precious little chums, no-one is going to bring out a game without the grim subject of death in it. In this game it is available in many forms. Currently the most popular is death by the little nasties robbing you of one of your three lives. There is, however, a way for you to stand up for your rights as a

sticker, smoother and more playable than ever



Who's Zooming who?



surprise 'bonuses' which are more like forfeits really.

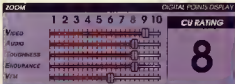
The beauty of this game are all the little perks it has that all the previous games in this style did not have. It has lots of little bonuses such as extra points, invincibility and level jumping. But be careful — as I have already mentioned many of these so-called bonuses can backfire in your face!

It's hard to say what type of dude would really enjoy Zoom, personally I think it's absolutely brilliant. Not too complex but still enjoyable, no really stunning graphics or sound but still very good ones that are clean and attractive. The whole game has a really concentrated feeling of sickness about it. But although I may rave you may wish to think carefully about buying it, as the basic gameplay may only appeal to the very basic minded — like myself, for instance.

Fardy Hamilton

yellowish spherical object? And that is best done dropping one of the three bombs you are given per life, in order to blow your enemies whichever particular evil is after you.

Other forms of death include holes that appear in the grid, and



CARRIER COMMAND



**Amiga
Rainbird
Price: £24.95**

islands and defeat Omega. You have control of that cause.

The entire complex of the 64 islands, and all that goes on about them is portrayed using filled 3D graphics. For the most part, you

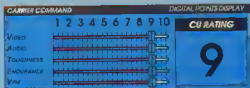
The year is 2166. During a desperate mission to find a new source of energy to replenish Earth's dwindling supplies, the Fuel Hunter Ship SS Delta accidentally stumbles upon a large colony of previously undiscovered islands in the South Pacific, each with at least one extremely powerful volcano situated on it. Scientists decide that these islands could be used to provide a

form of volcanic energy and so a plan is devised to colonise these islands for the purpose of tapping their energy. In addition, two huge aircraft carriers, ACC Epsilon and ACC Omega are built to maintain and defend the islands.

However, shortly after the programme begins ACC Omega is

Arm your fighters before takeoff

"hijacked" by a terrorist organisation who threaten to use it to methodically destroy the islands unless a huge ransom is paid. The only way the terrorists can be stopped is to use the other carrier, ACC Epsilon to gain control of all the



Manta 2 warms up on the flight deck



AMIGA

view this world about you through the viewing tower of your carrier, which is moored off the coast of the home island, Vulcan, the only friendly island. By glancing at your region map, you'll see that you are based in the bottom left-hand corner, with Omega and all its occupied islands at top right, and a number of neutral (green) islands in between, and it is these islands that you must colonise with your own forces before you can set about tackling Omega.

To capture an unoccupied island, simply set your carrier's course for it, set sail, and when it arrives, plant a Command Centre Builder (ACCB) on it. To do this, a Walrus AAV, a kind of amphibious tank craft, must be loaded with an ACCB and then sent onto the island where it drops it, causing a Command Centre to be built before your very eyes. There are three kinds of Command Centre: Factory, which produces equipment for the carrier; Resource, which mines raw materials for the Factoras to use; and Defence, used for protecting the rest of your island network. In this manner of colonising islands, you can expand your supply network to support your carrier and become more of a fighting force.

Remember that all the time you are expanding your network, the Omega is expanding too, and it's when your two networks meet in the middle that the action starts. Now your Walrus craft must be used for battle purposes in conjunction with your airborne Manta fighters both to defend your network and take over hostile ones for your own use. Capturing an enemy island is no mean feat, and involves sending your precious Mantas on seek and destroy missions on hostile Command centres, so be sure to arm your ships with the correct weaponry while in dock before launching. Even then they won't last

long if they're not supported by Epsilon's onboard laser and missile defences. Only by whittling away at the enemies network bit by bit and then taking on the Omega head to head can you hope to succeed.

There's so much more about *Carrier Command* that I could tell you about, Air Traffic Control, repairing damaged systems, decoy drones, Virus bombs and so on, but I just don't have the space to do so.

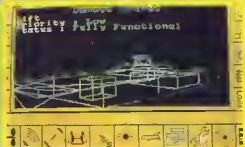
Carrier Command is the breakthrough in 16-bit gaming that we've been waiting for. It heralds a whole new era of interactive



Can Gas land Manta 2 safely?



Vulcan's Comms Tower (as seen by a Walrus AAV)



Damages Control says the hit is OK

All in all, *Carrier Command* is one of the best games ever to appear on the Amiga and sets standards that other companies will take some time to match. It's the closest thing yet to the perfect game.

Gery Whitta



and space round for an aerial view of the carrier



COMMODORE
USER

**YOU TOO
COULD
LOOK
LIKE
THIS!!!**



Please send me ____ T-shirts at £4.95 (+ 40p p&p) each.

Size M/XL. Total amount enclosed £ ____

Please make cheques payable to Commodore User and send to
Commodore User T-shirt offer, 14 Holkham Road,
Orton Southgate, Peterborough, PE2 0UF.

Name

Address

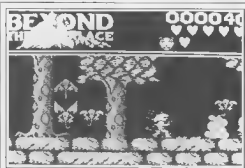
Please allow 28 days for delivery.

Guaranteed to create both shock, horror and jealousy among all your mates, this exclusively designed T-shirt is a MUST for all serious CU readers.

To get one before THEY get you just fill in the coupon and send it along with a cheque for £4.95 + 40p p&p.

**Amiga
Elite
Price: £24.99**

Gosh, Elite certainly are a bunch of busy little beavers. What with *Buggy Boy* and *Ikari Warriors* arriving almost on top of one another, and *Space Harrier* and *A Question Of Sport* promised soon, you'd think that they wouldn't have the time for yet another release, but not *Beyond The Ice Palace* has absolutely no com-op or



Slash them evil minions!

BEYOND THE ICE PALACE

TV relatives at all, which at least gives an excuse for the presence of a feeble plot. Once upon a time, an evil spirit burnt down the houses of all the woodcutters who lived in this big forest, and the only way to send this evil bloke back to where he came from would be to send a lone warrior into his lair to destroy him.

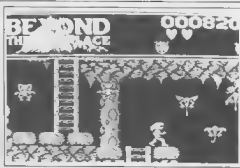
Corny as that may be, Elite have produced a rather good semi-revamp of their old 8-bit hit *Ghosts 'n' Goblins*. It's a sideways-on arcade adventure. The hero (the one with the blonde barette) gallivants through Evil's lair, bumping off the various nasties that attack him with a variety of weapons, including a

as) you can launch a large spectre with a smiling face that buzzes around destroying all the nasties on screen. A good idea in theory, but not so good in practice as you have to wait a couple of seconds for it to appear on screen, and by then you're normally dead anyway.

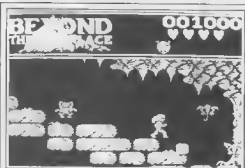
Toughness is a major problem with *Ice Palace*. Even though you get eight lives, the game is so tough to play they'll all be gone before you get very far. To make things worse, a lot of the game depends on luck rather than skill, and you'll often find yourself in situations where you can

only hope to get out alive. This rather poor game design combines with the over-difficult gameplay to produce an overall effect that's less than pleasing.

That said, Elite have worked hard to produce graphics that are actually worthy of the Amiga and it shows. The main hero sports a hair as been superbly designed and animated, and as such runs very smoothly and realistically. The aliens are excellent, very reminiscent of the nasties from *Psygnosis' Barbarian* (but they're animated a hell of a lot better) and explode very pleasingly in a shower of multi-coloured pixels. Unfortunately, the sound doesn't



Which way now, Blondie?



Hey! It's a power-up capsule!

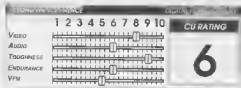
feeble mace-like thing, daggers and swords. Nasties normally attack in waves, but some (and generally the most deadly) come at you on their own, for example the shambling mutated henchmen who throw daggers at you, the wolfmen (on later levels) and the most annoying of all, a vicious little demon that appears from nowhere and kills you without giving much chance to escape.

To make your life easier, an original 'smart bomb' feature is provided by pressing space (or whatever key you prefer to define it

live up to it's potential and consists only of a weak soundtrack and shallow effects.

Overall, the excellent graphics just about make up for the mediocre gameplay, and the spirit's lair is sufficiently large to provide a challenge, both to hardened gamers and mappers, who should have a whale of a time trying to get all this down on paper. Not a bad game, but I get the feeling that an Amiga owner who splashes out 25 quid on this may feel just a teensy bit cheated.

Gery Whitta



AMIGA PHANTASM

Phantasm

Exocet

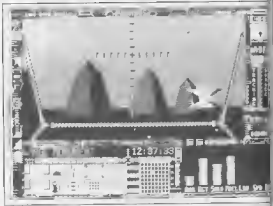
**Price:
£19.99**

Ooh, this looks good! Phantasm comes in a nice shiny box with a pic of a scantily clad gilly watching some alien apeships blow up buildings. Opening the box reveals a cute little sign saying 'Do not disturb! — Mission in Progress' that you can hang on your door. What a novel marketing gimmick!

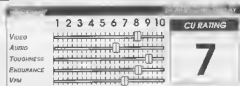
Unfortunately, a much better and more reliable way to sell a lot of games is to make sure the actual game is a good one, and Exocet software obviously aren't aware of this yet. Loading the disk up reveals

quite a blatant rip off of that ol' CRL classic *Tau Ceti*, the only difference between the two games being that Phantasm doesn't have any strategic gameplay elements, and as such is nowhere near as playable as the game it's seeking to emulate.

After entering your name and the exact time (why???) you can select a combat zone from a neat piccy of the planet you'll be despoiling. You're then plunged straight into the game proper. You view the outside world from your cockpit window while all the information necessary to playing the game, such as fuel left, damage, compass directions and time is displayed. Outside, typically *Tau Ceti*-ish aliens zoom by firing at you (they look EXACTLY like the Hunter patrol craft from *Tau Ceti*) and these can be quickly done away with with either a burst of laser fire or a homing missile (of which you have



Termite jets abound in the lousy Phantasm



**Amiga
Firebird
Price: £19.99**

No doubt about it, Firebird's *Black Lamp* has one of the corniest plots I've read in a long time. Jolly Jack the Jester has always had eyes only for the

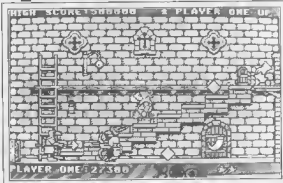
BLACK LAMP

gorgeous Princess Ginzeld, but King Maxim, being the grumpy old git that he is, has always refused Jack the Princess's hand in marriage, due to Jack being little more than a medieval Jim Bowen. So all hope of wedded bliss seems lost for Jack until one day a gang of Dragons come along and nick the prestigious Crown Jewels — the Black Lamps — which cast a spell over all the animals in the kingdom, causing them to attack the innocent population of Allegoria. Sounds pretty ho hum, doesn't it? Well actually it isn't at all. There is, hiding inside this Amiga follow up to the 64 release, a very nicely executed game.

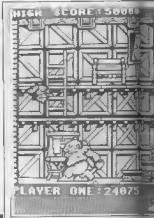
You take on the role of Jack, your mission being to retrieve the Black Lamps from the Dragons and thus earn the princess's hand in marriage. You view Jack side-on as he plods around the kingdom in search of the lamps. Rather than scrolling the screens, Firebird have chosen to use

a flick screen approach, so whenever Jack leaves a screen, you are presented for about a second with a close up of him before he appears on the next screen. As well as exits at the left and right of each screen, it's also possible to walk in and out of screens through doors.

Don't mess with the ogre!



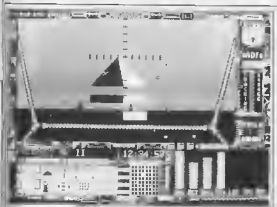
Deep in the bowels of the castle



AMIGA

A triangle
shaping thing

AMIGA



ninel. The landscape features come in the form of Beacons (mutual roadlights) and Supply Dumps, where you can refuel and arm, as well as a couple of others that look like outsize dog-jobs (and probably are).

The ultimate aim of Phantasm is to destroy eight "restitutions" dotted around the planet, but to be

perfectly honest, I couldn't do any of them. Not because it's too tough (in fact I believe the skill levels are not much different to one another) but because the gameplay is so incredibly tedious that I gave up in sheer boredom.

As if Exocet wanted to rub salt into my already serious wounds, they've provided the lamest game scenario

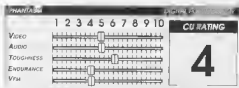
I've ever read in my life. Apparently you are on the run from the dreaded Poll Tax collector, and the only way to get away from him is to fall asleep and have dreams about space adventures. Then one day you are whisked off to an alien planet to wage war against a bunch of mutants, where the game begins. This is not a joke, this is actually what's written on the instruction leaflet that comes with the game. Isn't it PATHETIC? A game with a plot that bad doesn't deserve to have a good game wasted on it, so at least Exocet have remedied that by accompanying it with Phantasm.

I suppose I'd better complete my mission session by criticising the graphics and sound, which for this

most part are pretty dull. While the static graphics on the mission selection screens and on the cockpit display are quite snazzy, the animation is very shoddy and the sprites haven't been at all well defined. The title screen and in-game music is irritating, and although you can toggle it off and just have the FX, the instructions don't tell you how to, so you have to fumble around with the keyboard until you find the right key.

So, to sum up, Phantasm is not very good at all. If you know what's good for you, you won't waste your hard-earned money on this. Instead you'll buy something decent like Buggy Boy or Leatherneck. Won't you?

Gary Whitta



KLAMP

Of course, all the wildlife in the kingdom who are under the dragons' spell will attack you without a moment's thought, and they come in many and varied guises. Nasties include buzzards, werewolves, bats, dragonflies, crows and glowingimps who pro-

you with their forks (ouch). Luckily Jack has been bestowed with some magic spells by his old chima, Piatwezzle the Wizard. Not only does he have five lives, he can also fire devastating laser bolts out of his fists. Real trousers tremblers they are.

To find the lamps you need to drop into the treasure chests to complete the game, you'll have to go hunting through the kingdom, which means you can take in some of the beautifully detailed scenery along the way. There are serene rustic villages, dank castle interiors and some nice forestland. Don't dally too long, though, as the nasties are after you every step of the way, depleting your energy whenever they can.

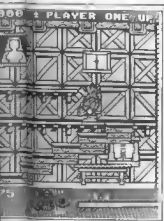
To make things easier, several objects are littered along the way which you can collect to help boost your progress. By picking up a musical instrument, you can increase your "bounce factor"

substantially and thereby protect yourself from harm when falling too far off a precipice (there's platforms and levels to jump on all over the place), while magical armour stops your energy from being depleted for a while.

In order to obtain all the lamps, you'll need to battle the Dragons themselves who guard some of the Black Lamps. This is achieved by firing your trouser laser at the vulnerable parts of their body, while all the time dodging their fireballs.

I was very impressed by Black Lamp. Unlike a lot of Amiga games these days, this really does manage to provide a long term challenge that arcade-adventurers and mappers alike should revel in. Well worth a look or a splurge, even.

Gary Whitta



Jack meets some
mediocre minions.

AMIGA

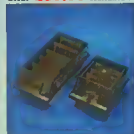
DATTEL ELECTRONICS



AMIGA PRO SAMPLER STUDIO

- A top quality sound sampling system in a real-time 32000
- All the usual features of a sampling system plus many more
- 100% real-time software for real-time processing
- Stereo sample editing
- Real-time frequency display
- Real-time level meters
- Fine control to 177 formats
- Adjustable volume/sensitivity record trig level
- Available sample rate and playback speed
- Separate stereo time warpers/warpers plus auto facilities with 100% warpers for fine accurate editing
- Hardware compatible with many other software packages
- Software Fine may be used without other track editors
- Reverse, copy mix, mixer plus mixer with facilities
- Manipulation and fast speed 1/4, 1/2 and 1/8 increments
- 32 slots of sound memory. Users either to design their own waveforms or acquire existing ones

ONLY **£69.99** COMPLETE SYSTEM. PLEASE STATE A500/1000/2000



DISK/STORAGE BOX OFFERS

- DD40 holds 40 3 1/4" disks lookable
- ONLY **£6.99**
- DD80 holds 80 3 1/4" disks lookable
- ONLY **£8.99**
- Diskette - 3 1/4" D5/D8/D.
- Top quality, bulk packed with cables.
- ONLY **£22.99** FOR 35.



DATA/SWITCH BOXES

- A 16 type standard two pressure to one output (or vice versa)
- COMBINATOR COMBINATOR (8000) (8000) (8000) (8000) (8000) (8000) (8000) (8000)
- ONLY **£24.99**
- 16C type standard two pressure to one output (or vice versa)
- ONLY **£34.99**
- 16C type standard two pressure to one output (or vice versa)
- ONLY **£79.99**



DATEL JANNER

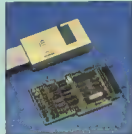
To complement the Sample Studio the Datel Janner gives you a 5 octave keyboard to play and record your sampled sounds.

- FEATURES:**
- 4 and 5 note chords
- 4 track sequencer up to 9999 events
- Bump and Beat Controls
- Mixer Controls on Instruments
- Load and Save requests
- Works on standard 800 Hz sounds



PRINTER CABLES

- 25 pin 'D' to 36 way Centronics parallel lead.
- A 600 or 1000 please state.
- 1.2m length
- ONLY **£7.99**
- 25 pin 'D' to 25 pin 'D' - serial printer lead.
- A500 or 1000 - please state
- 2m length.
- ONLY **£7.99**



EPROM PROGRAMMER

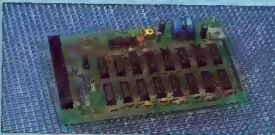
- Easy to use, highly efficient 8-pin programmer
- Program 1704/1710/1712/1713/1714/1715/1716/1717/1718/1719/1720/1721/1722/1723/1724/1725/1726/1727/1728/1729/1730/1731/1732/1733/1734/1735/1736/1737/1738/1739/1740/1741/1742/1743/1744/1745/1746/1747/1748/1749/1750/1751/1752/1753/1754/1755/1756/1757/1758/1759/1760/1761/1762/1763/1764/1765/1766/1767/1768/1769/1770/1771/1772/1773/1774/1775/1776/1777/1778/1779/1780/1781/1782/1783/1784/1785/1786/1787/1788/1789/1790/1791/1792/1793/1794/1795/1796/1797/1798/1799/1800/1801/1802/1803/1804/1805/1806/1807/1808/1809/1810/1811/1812/1813/1814/1815/1816/1817/1818/1819/1820/1821/1822/1823/1824/1825/1826/1827/1828/1829/1830/1831/1832/1833/1834/1835/1836/1837/1838/1839/1840/1841/1842/1843/1844/1845/1846/1847/1848/1849/1850/1851/1852/1853/1854/1855/1856/1857/1858/1859/1860/1861/1862/1863/1864/1865/1866/1867/1868/1869/1870/1871/1872/1873/1874/1875/1876/1877/1878/1879/1880/1881/1882/1883/1884/1885/1886/1887/1888/1889/1890/1891/1892/1893/1894/1895/1896/1897/1898/1899/1900/1901/1902/1903/1904/1905/1906/1907/1908/1909/1910/1911/1912/1913/1914/1915/1916/1917/1918/1919/1920/1921/1922/1923/1924/1925/1926/1927/1928/1929/1930/1931/1932/1933/1934/1935/1936/1937/1938/1939/1940/1941/1942/1943/1944/1945/1946/1947/1948/1949/1950/1951/1952/1953/1954/1955/1956/1957/1958/1959/1960/1961/1962/1963/1964/1965/1966/1967/1968/1969/1970/1971/1972/1973/1974/1975/1976/1977/1978/1979/1980/1981/1982/1983/1984/1985/1986/1987/1988/1989/1990/1991/1992/1993/1994/1995/1996/1997/1998/1999/2000/2001/2002/2003/2004/2005/2006/2007/2008/2009/2010/2011/2012/2013/2014/2015/2016/2017/2018/2019/2020/2021/2022/2023/2024/2025/2026/2027/2028/2029/2030/2031/2032/2033/2034/2035/2036/2037/2038/2039/2040/2041/2042/2043/2044/2045/2046/2047/2048/2049/2050/2051/2052/2053/2054/2055/2056/2057/2058/2059/2060/2061/2062/2063/2064/2065/2066/2067/2068/2069/2070/2071/2072/2073/2074/2075/2076/2077/2078/2079/2080/2081/2082/2083/2084/2085/2086/2087/2088/2089/2090/2091/2092/2093/2094/2095/2096/2097/2098/2099/2100/2101/2102/2103/2104/2105/2106/2107/2108/2109/2110/2111/2112/2113/2114/2115/2116/2117/2118/2119/2120/2121/2122/2123/2124/2125/2126/2127/2128/2129/2130/2131/2132/2133/2134/2135/2136/2137/2138/2139/2140/2141/2142/2143/2144/2145/2146/2147/2148/2149/2150/2151/2152/2153/2154/2155/2156/2157/2158/2159/2160/2161/2162/2163/2164/2165/2166/2167/2168/2169/2170/2171/2172/2173/2174/2175/2176/2177/2178/2179/2180/2181/2182/2183/2184/2185/2186/2187/2188/2189/2190/2191/2192/2193/2194/2195/2196/2197/2198/2199/2200/2201/2202/2203/2204/2205/2206/2207/2208/2209/2210/2211/2212/2213/2214/2215/2216/2217/2218/2219/2220/2221/2222/2223/2224/2225/2226/2227/2228/2229/2230/2231/2232/2233/2234/2235/2236/2237/2238/2239/2240/2241/2242/2243/2244/2245/2246/2247/2248/2249/2250/2251/2252/2253/2254/2255/2256/2257/2258/2259/2260/2261/2262/2263/2264/2265/2266/2267/2268/2269/2270/2271/2272/2273/2274/2275/2276/2277/2278/2279/2280/2281/2282/2283/2284/2285/2286/2287/2288/2289/2290/2291/2292/2293/2294/2295/2296/2297/2298/2299/2300/2301/2302/2303/2304/2305/2306/2307/2308/2309/2310/2311/2312/2313/2314/2315/2316/2317/2318/2319/2320/2321/2322/2323/2324/2325/2326/2327/2328/2329/2330/2331/2332/2333/2334/2335/2336/2337/2338/2339/2340/2341/2342/2343/2344/2345/2346/2347/2348/2349/2350/2351/2352/2353/2354/2355/2356/2357/2358/2359/2360/2361/2362/2363/2364/2365/2366/2367/2368/2369/2370/2371/2372/2373/2374/2375/2376/2377/2378/2379/2380/2381/2382/2383/2384/2385/2386/2387/2388/2389/2390/2391/2392/2393/2394/2395/2396/2397/2398/2399/2400/2401/2402/2403/2404/2405/2406/2407/2408/2409/2410/2411/2412/2413/2414/2415/2416/2417/2418/2419/2420/2421/2422/2423/2424/2425/2426/2427/2428/2429/2430/2431/2432/2433/2434/2435/2436/2437/2438/2439/2440/2441/2442/2443/2444/2445/2446/2447/2448/2449/2450/2451/2452/2453/2454/2455/2456/2457/2458/2459/2460/2461/2462/2463/2464/2465/2466/2467/2468/2469/2470/2471/2472/2473/2474/2475/2476/2477/2478/2479/2480/2481/2482/2483/2484/2485/2486/2487/2488/2489/2490/2491/2492/2493/2494/2495/2496/2497/2498/2499/2500/2501/2502/2503/2504/2505/2506/2507/2508/2509/2510/2511/2512/2513/2514/2515/2516/2517/2518/2519/2520/2521/2522/2523/2524/2525/2526/2527/2528/2529/2530/2531/2532/2533/2534/2535/2536/2537/2538/2539/2540/2541/2542/2543/2544/2545/2546/2547/2548/2549/2550/2551/2552/2553/2554/2555/2556/2557/2558/2559/2560/2561/2562/2563/2564/2565/2566/2567/2568/2569/2570/2571/2572/2573/2574/2575/2576/2577/2578/2579/2580/2581/2582/2583/2584/2585/2586/2587/2588/2589/2590/2591/2592/2593/2594/2595/2596/2597/2598/2599/2600/2601/2602/2603/2604/2605/2606/2607/2608/2609/2610/2611/2612/2613/2614/2615/2616/2617/2618/2619/2620/2621/2622/2623/2624/2625/2626/2627/2628/2629/2630/2631/2632/2633/2634/2635/2636/2637/2638/2639/2640/2641/2642/2643/2644/2645/2646/2647/2648/2649/2650/2651/2652/2653/2654/2655/2656/2657/2658/2659/2660/2661/2662/2663/2664/2665/2666/2667/2668/2669/2670/2671/2672/2673/2674/2675/2676/2677/2678/2679/2680/2681/2682/2683/2684/2685/2686/2687/2688/2689/2690/2691/2692/2693/2694/2695/2696/2697/2698/2699/2700/2701/2702/2703/2704/2705/2706/2707/2708/2709/2710/2711/2712/2713/2714/2715/2716/2717/2718/2719/2720/2721/2722/2723/2724/2725/2726/2727/2728/2729/2730/2731/2732/2733/2734/2735/2736/2737/2738/2739/2740/2741/2742/2743/2744/2745/2746/2747/2748/2749/2750/2751/2752/2753/2754/2755/2756/2757/2758/2759/2760/2761/2762/2763/2764/2765/2766/2767/2768/2769/2770/2771/2772/2773/2774/2775/2776/2777/2778/2779/2780/2781/2782/2783/2784/2785/2786/2787/2788/2789/2790/2791/2792/2793/2794/2795/2796/2797/2798/2799/2800/2801/2802/2803/2804/2805/2806/2807/2808/2809/2810/2811/2812/2813/2814/2815/2816/2817/2818/2819/2820/2821/2822/2823/2824/2825/2826/2827/2828/2829/2830/2831/2832/2833/2834/2835/2836/2837/2838/2839/2840/2841/2842/2843/2844/2845/2846/2847/2848/2849/2850/2851/2852/2853/2854/2855/2856/2857/2858/2859/2860/2861/2862/2863/2864/2865/2866/2867/2868/2869/2870/2871/2872/2873/2874/2875/2876/2877/2878/2879/2880/2881/2882/2883/2884/2885/2886/2887/2888/2889/2890/2891/2892/2893/2894/2895/2896/2897/2898/2899/2900/2901/2902/2903/2904/2905/2906/2907/2908/2909/2910/2911/2912/2913/2914/2915/2916/2917/2918/2919/2920/2921/2922/2923/2924/2925/2926/2927/2928/2929/2930/2931/2932/2933/2934/2935/2936/2937/2938/2939/2940/2941/2942/2943/2944/2945/2946/2947/2948/2949/2950/2951/2952/2953/2954/2955/2956/2957/2958/2959/2960/2961/2962/2963/2964/2965/2966/2967/2968/2969/2970/2971/2972/2973/2974/2975/2976/2977/2978/2979/2980/2981/2982/2983/2984/2985/2986/2987/2988/2989/2990/2991/2992/2993/2994/2995/2996/2997/2998/2999/3000/3001/3002/3003/3004/3005/3006/3007/3008/3009/3010/3011/3012/3013/3014/3015/3016/3017/3018/3019/3020/3021/3022/3023/3024/3025/3026/3027/3028/3029/3030/3031/3032/3033/3034/3035/3036/3037/3038/3039/3040/3041/3042/3043/3044/3045/3046/3047/3048/3049/3050/3051/3052/3053/3054/3055/3056/3057/3058/3059/3060/3061/3062/3063/3064/3065/3066/3067/3068/3069/3070/3071/3072/3073/3074/3075/3076/3077/3078/3079/3080/3081/3082/3083/3084/3085/3086/3087/3088/3089/3090/3091/3092/3093/3094/3095/3096/3097/3098/3099/3100/3101/3102/3103/3104/3105/3106/3107/3108/3109/3110/3111/3112/3113/3114/3115/3116/3117/3118/3119/3120/3121/3122/3123/3124/3125/3126/3127/3128/3129/3130/3131/3132/3133/3134/3135/3136/3137/3138/3139/3140/3141/3142/3143/3144/3145/3146/3147/3148/3149/3150/3151/3152/3153/3154/3155/3156/3157/3158/3159/3160/3161/3162/3163/3164/3165/3166/3167/3168/3169/3170/3171/3172/3173/3174/3175/3176/3177/3178/3179/3180/3181/3182/3183/3184/3185/3186/3187/3188/3189/3190/3191/3192/3193/3194/3195/3196/3197/3198/3199/3200/3201/3202/3203/3204/3205/3206/3207/3208/3209/3210/3211/3212/3213/3214/3215/3216/3217/3218/3219/3220/3221/3222/3223/3224/3225/3226/3227/3228/3229/3230/3231/3232/3233/3234/3235/3236/3237/3238/3239/3240/3241/3242/3243/3244/3245/3246/3247/3248/3249/3250/3251/3252/3253/3254/3255/3256/3257/3258/3259/3260/3261/3262/3263/3264/3265/3266/3267/3268/3269/3270/3271/3272/3273/3274/3275/3276/3277/3278/3279/3280/3281/3282/3283/3284/3285/3286/3287/3288/3289/3290/3291/3292/3293/3294/3295/3296/3297/3298/3299/3300/3301/3302/3303/3304/3305/3306/3307/3308/3309/3310/3311/3312/3313/3314/3315/3316/3317/3318/3319/3320/3321/3322/3323/3324/3325/3326/3327/3328/3329/3330/3331/3332/3333/3334/3335/3336/3337/3338/3339/3340/3341/3342/3343/3344/3345/3346/3347/3348/3349/3350/3351/3352/3353/3354/3355/3356/3357/3358/3359/3360/3361/3362/3363/3364/3365/3366/3367/3368/3369/3370/3371/3372/3373/3374/3375/3376/3377/3378/3379/3380/3381/3382/3383/3384/3385/3386/3387/3388/3389/3390/3391/3392/3393/3394/3395/3396/3397/3398/3399/3400/3401/3402/3403/3404/3405/3406/3407/3408/3409/3410/3411/3412/3413/3414/3415/3416/3417/3418/3419/3420/3421/3422/3423/3424/3425/3426/3427/3428/3429/3430/3431/3432/3433/3434/3435/3436/3437/3438/3439/3440/3441/3442/3443/3444/3445/3446/3447/3448/3449/3450/3451/3452/3453/3454/3455/3456/3457/3458/3459/3460/3461/3462/3463/3464/3465/3466/3467/3468/3469/3470/3471/3472/3473/3474/3475/3476/3477/3478/3479/3480/3481/3482/3483/3484/3485/3486/3487/3488/3489/3490/3491/3492/3493/3494/3495/3496/3497/3498/3499/3500/3501/3502/3503/3504/3505/3506/3507/3508/3509/3510/3511/3512/3513/3514/3515/3516/3517/3518/3519/3520/3521/3522/3523/3524/3525/3526/3527/3528/3529/3530/3531/3532/3533/3534/3535/3536/3537/3538/3539/3540/3541/3542/3543/3544/3545/3546/3547/3548/3549/3550/3551/3552/3553/3554/3555/3556/3557/3558/3559/3560/3561/3562/3563/3564/3565/3566/3567/3568/3569/3570/3571/3572/3573/3574/3575/3576/3577/3578/3579/3580/3581/3582/3583/3584/3585/3586/3587/3588/3589/3590/3591/3592/3593/3594/3595/3596/3597/3598/3599/3600/3601/3602/3603/3604/3605/3606/3607/3608/3609/3610/3611/3612/3613/3614/3615/3616/3617/3618/3619/3620/3621/3622/3623/3624/3625/3626/3627/3628/3629/3630/3631/3632/3633/3634/3635/3636/3637/3638/3639/3640/3641/3642/3643/3644/3645/3646/3647/3648/3649/3650/3651/3652/3653/3654/3655/3656/3657/3658/3659/3660/3661/3662/3663/3664/3665/3666/3667/3668/3669/3670/3671/3672/3673/3674/3675/3676/3677/3678/3679/3680/3681/3682/3683/3684/3685/3686/3687/3688/3689/3690/3691/3692/3693/3694/3695/3696/3697/3698/3699/3700/3701/3702/3703/3704/3705/3706/3707/3708/3709/3710/3711/3712/3713/3714/3715/3716/3717/3718/3719/3720/3721/3722/3723/3724/3725/3726/3727/3728/3729/3730/3731/3732/3733/3734/3735/3736/3737/3738/3739/3740/3741/3742/3743/3744/3745/3746/3747/3748/3749/3750/3751/3752/3753/3754/3755/3756/3757/3758/3759/3760/3761/3762/3763/3764/3765/3766/3767/3768/3769/3770/3771/3772/3773/3774/3775/3776/3777/3778/3779/3780/3781/3782/3783/3784/3785/3786/3787/3788/3789/3790/3791/3792/3793/3794/3795/3796/3797/3798/3799/3800/3801/3802/3803/3804/3805/3806/3807/3808/3809/3810/3811/3812/381

DATTEL ELECTRONICS

EXTERNAL 3.5" DISK DRIVE

- Built-in extra low profile disk - only 1" high
- Top quality RSC drive mechanism
- Throughport allows easy making of disk drives
- A superbly styled case finished in beige colours
- Fully modifiable
- 1 meg instant access capacity
- Used length cable for positioning on your desk top
- **Value for money** - offers you large disk space capacity for less money - this drive has an RSC drive unit and is housed in a superb looking beige color case which is built in a price and yet up to standard. Don't expect a free private loan and end up with rubbish - and remember your are buying from the manufacturer
- **Disappears** - no more in bag

ONLY £114.99 POST FREE
ADD £48 for Courier delivery if required.



512K RAM EXTENSION • A500

- Available with/without calendar clock option
- Simply plugs internally into a A500 slot
- Switch in/out with switch supplied
- Fixed in minutes - no soldering etc
- With calendar/clock onboard time/date automatically booted
- Battery backed to retain time/date

ONLY £79.99 FOR STANDARD 512K CARD OR

ONLY £89.99 FOR VERSION WITH CLOCK/CALENDAR



MARAUDER II

- **Quite simply the best disk copier available for the Amiga (all models)**

- Superfast disk copier will copy almost any commercial disk
- Friendly user interface - Mouse driven throughout
- Completely compatible with Amiga multitasking system
- Even copy/erase many encoded programs including D-Pricks/Video/Photo/Music/TV etc.
- Special Strategy Files cope with even the most advanced protection software
- Supports up to 6 drives simultaneously for multiple copies
- Regular updates available - we always ship the latest
- Fast operation - typically around 60 seconds
- USA's top selling copier

ONLY £29.99 POST FREE



MIDIMASTER

- Full Midi Interface for A500/2000/1000 (Please state model)
- Compatible with most leading Midi packages (i.e. D/Music)
- Midi In - Midi Out x 3 - Midi Thru
- Fully Opto Isolated
- No need to pay more - Full Midi standard

ONLY £34.99

GRABBIT

- Grabbit is a transparent Screen Grabber program
- Always there - simple key operation
- Drives dozens of Printers
- Requires only 128K Ram
- A true productivity tool
- Very quick operation - does not require screen on during printing
- Free ANYTIME program lets you update your own colour palette preferences

ONLY £21.99 POST FREE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER

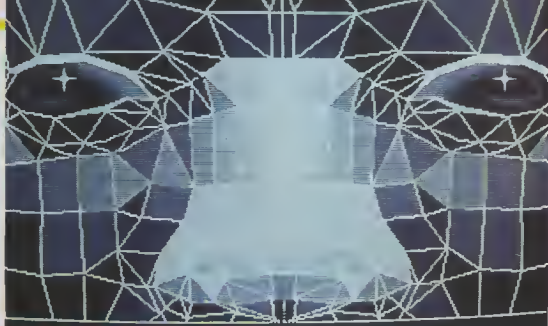
BY PHONE	BY POST	BY FAX
		
0782 273815 24 hr Credit Card Line	Send cheque/ P.O. made payable to: Datel Electronics	0782 264510 OR ORDERS POST FREE - EUROPE ADD \$1 OVERSEAS ADD \$3

DATTEL ELECTRONICS

UNITS 8/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT

SALES ONLY
0782 273815

TECHNICAL ONLY
0782 202288



PHOTON PAINT

Bazbo Soft's *Photon Paint* — distributed through Micro Illusions/Activation — takes full advantage of the Amiga's HAM (Hold And Modify) mode, allowing up to 4,096 colours on-screen at the same time, whilst also providing an array of real-time drawing functions.

This package has received quite a good press of late, but after struggling with the latest addition to the rapidly growing circle of Amiga art utilities, I can only suggest that other reviewers were seduced by the impressive HAM pictures included with the program, or simply stunned by the huge array of colours to play with and the clever brush manipulation features.

These 3D surface mapping routines (see pic) allow a section of artwork — or 'brush' — to be wrapped around a tube, ball, cone, ellipse, cube or freehand object, and to be shaded accordingly by a ray-traced 'luminance' command. Some clever effects can be obtained, but serious applications are really quite limited. The package also allows the flat 2D brush to be re-sized, bent, twisted, and tilted in three dimensions.

Alongside these amazing devices though, the package has some real failings: the ever-important magnify mode is clumsy to use, and you have no way of finding the RGB value of pixels already coloured. When having so many different shades to manage, this proves extremely annoying. Tidying up a shaded, surface-mapped brush is made incredibly difficult by having to match the computer-defined colours by eye.

Photon Paint's HAM calculations are centred around 16 base colours which are then modified to produce the remaining colours in the picture. Occasionally, these calculations give rise to 'colour fringes', where a separate edge of a different colour appears next to the original. These are only avoidable by careful planning of the base palette and can be extremely annoying when encountered, spoiling an otherwise clean piece of artwork.

Indeed, the co-ordination and use of over 4,000 colours proves to be a slow and often laborious process. There are plenty of lengthy calculations to sit through, loads of disk accessing and even more disk swapping to be endured. This is most apparent when attempting to save or load your artwork on occasions, up to six disk changes were needed in order to bring up a picture. Needless to say, an extra external disk drive is recommended.



**Micro
Illusions/
Activation
£69.99**



Your actual CU logo (1) with some additional colouration for effect. This was grabbed to form a brush and then 'tilted' in three dimensions (2), twisted (3) and bent (4). The CU brush was also wrapped around a ball (5), a symmetrical freehand object (6), a cone (7), and a cube (8). These were all shaded by the computer using the ray-tracing 'luminance' command.



In the final analysis, *Photon Paint* is an impressive utility, but one which is far from perfect. Creating an entirely original picture is a time consuming and occasionally frustrating process. This removes much of the spontaneity which makes art so enjoyable. I'd much rather work quickly in 32 colours than slowly in 4,096.

Steve Jarratt

the SENTINEL

Now that you've had enough time to get well and truly bogged down with Geoff Crammond's surreal concept, Gary Whitta provides you with some sanity saving tips...

Right, first things first. Remember that when you first appear on a landscape you are at the very lowest point, which means that it can be a little difficult to get a good view of anything, and this is where many first-time players can become discouraged. Perseverance is the key at the start of the game, and if you keep turning at different heights every time, you'll soon find a way out. To make things easier, press the **HELP** key before you start looking, so then at least you have some idea of where you're trying to go.

Once you're out and begin to see different routes upwards, you should note that making huge jumps onto much higher squares is not the way to go about things. It's always best to move around on the level you're on before you go upwards. This is partly because the best ways upwards are sometimes concealed, but mainly because getting to a high point that is near your starting position will nearly always put you right in the Sentinel's line of vision. So try and get as close as you can to him first.

TREES

Novice players will often absorb as many trees as they can as they go along, but this can be hazardous to your long-term survival. Trees can provide a valuable decoy while you're moving, so the Sentinel will check **ALL** the squares with an energy value of more than one, so even if he is facing you you may have time to escape as he checks all the trees first. By absorbing all the trees you are only exposing yourself to him (Ooo-er!).

HALF-SCANS

If you get caught in a half-scan, **DON'T PANIC!** The Sentinel can't see your base square, so you're safe for the moment, but as soon as you detect a half-scan you should immediately absorb all the trees in your squares as the Sentinel uses them to turn into Meanies.

Should a Meanie appear before you get a chance to react, you have a few seconds to absorb it before it turns to face you. Whatever happens, don't move upwards, as this will put you right into the Sentinel's gaze, so try and move sideways or backwards behind a wall and then go upwards to absorb the Meanie.

HYPERSPACING

Try not to use it, as it's very impractical. Not only does it lose you three energy units and totally throw all your carefully planned tactics out of the window by repositioning you randomly on the landscape, but it almost always sends you to a lower position than you were before, which is the last thing you want. You should never hyperspace while being scanned, so you'll have no chance of getting your old shell back.

CHEATS

As landscape zero is an absolute doddle, you can use it to gain codes to some of the other earlier landscapes. To do this, enter landscape zero, defeat the Sentinel (easy peasy) and then count how many energy units you have left. Take away three from this to account for the final hyperspace, and the number you have left should be the amount of landscapes you will jump. In this way, it's possible to visit any landscape you want under the one within reach by expending units creating trees and boulders until you have the desired amount. In fact this works on any level, but I've used number zero because it's the easiest for beginners to try out.

As *The Sentinel* is still fairly new on the Amiga, many new players will want to try out as many landscapes as possible, so I've included a few of the earlier ones. Unfortunately codes from the 64 version won't work so don't get any ideas!

LANDSCAPE NUMBER	ENTRY CODE
0007	84257688
0008	16257084
0015	64046644
0016	66974534
0020	13509661
0043	84199553
0044	96088666
0058	46574972
0061	26060764
0073	77809996
0082	45949644
0095	48883305



Wizball

Lowly, that Amiga Wizball surely lost us more man hours than any other game released in CU Towers over the last six months. "Killy", the seething Ed eventually growled, "seeing as you have such an unusual preference for playing that damned piece of software over doing any real work, perhaps you'd like to knock up a few tips for our ever-lovin' readership. That is", he added, rather sarkily, I thought, "unless you've got anything more pressing to do". Well, how could I resist an invitation like that.

Just like the old version, you've got to colour in all eight levels by collecting sufficient quantities of the three coloured droplets — these are to be found bouncing around the playing area from time to time — while racking up the highest possible score along the way by blasting nasties and, of course, avoiding getting destroyed yourself.

Gameplay

The first step is to acquire sufficient control over Wiz to enable him to survive and thrive. There are ten different enhancements in all, which vary in importance. Until you have acquired a high level of control, he's very ginger in moving. Wiz ahead — you've no control over his movement when he's in mid-air and it's really easy to bounce into hazards by accident. As soon as you've got your first bottle and moved over the point left behind, a wobble and, presto, you've got mid-air (thrust) control. Pick up one more point and you gain complete anti-gravity control over Wiz's movement.

The Catapult

Once you can move Wiz about in comfort, go for The Cat (three pearls). Without a Cat you can't pick up any colour. The Cat is also very useful in making off with points. The catapult can be used to shoot Wiz into the air, where he can pick up the three colours and freeze. Wiz After a little practice you'll be able to position Wiz so he can safely hit all the colours and the Cat will be joyfully underneath the ray of light catching all the drops. Try to avoid the alternative tactic of simply driving the Cat through the colour blobs before they've been shot as this wastes away his rim lives pretty quickly. On the other hand, when you get attacked by waves of mobile hoppers, especially the police raiders and the bouncing Ebbles, you shouldn't be afraid to use the Cat to destroy 'em before they get close to Wiz. After all, you can always replace your Cat...

The Levels

There are eight in all, best visualised as a "black" (with level 1 on the bottom). Access routes between them are shown on the maps here. It doesn't really matter what order you complete the levels in, but you won't be able to get into level 4 until you've done level 2, and so on. Level 5, incidentally, is split into two mutually-accessible halves, and level 8 is absolutely crammed with nasties.

Level Goals

There are two approaches to take to filling up the pots and completing the various levels, one scientific and one not quite so scientific. The latter, favoured by most of the CU crew, involves getting as much of all three colours as you can. But if you really want to get precise about your colour mixing, here are the combinations of file to the basic in-pot colours needed to achieve the various different target colours shown in the table below.



	RED	GREEN	BLUE
RED	100%	—	—
GREEN	—	100%	50%
CYAN	—	50%	50%
MAGENTA	50%	—	50%
YELLOW	50%	50%	—
ORANGE	75%	25%	—
BROWN	25%	50%	25%
LT BLUE	25%	25%	50%
PINK	50%	25%	25%

LEVEL 1

LEVEL 2



FIREPOWER AND PROTECTION

Next most important enhancement after the Cat is the slap weapon (two pearls). This acts as a large field protecting you from projectiles from above or below while the fire button is pressed down. If you want to collect colour safely and easily, bring Wiz down to the bottom of the screen, press fire and use the Cat to pick up all the droplets caused by the colour globules brushing off the slap weapon. However, be careful that you don't take your finger off the fire button or let a droplet/backslit hit you from the side where you're vulnerable.

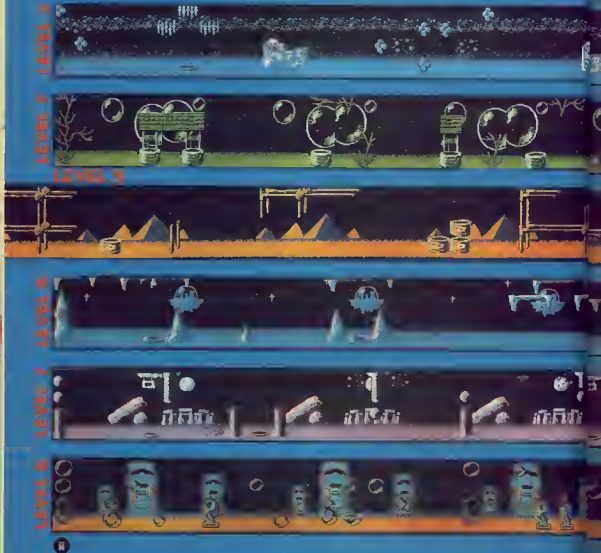
After the slap weapon has been obtained, you should probably go for a spray weapon. Wiz-spray costs five pearls. Cat-spray also costs five, but can only be obtained once you've already got a Wiz-spray. You can't have both Cat-spray and Wiz-spray simultaneously. Which one you choose is purely a matter of personal preference. The great advantage of the sprays, apart from general increased destructiveness, is that you tend to hit droplets far sooner, thereby giving you more time to spot the special droplets (see below) and go for or avoid them as appropriate. Chances are if you're relying solely on the slap-weapon's blindness or mad-Cat droplet will be gobbed up by the Cat before you even realise what it is.

Of the remaining enhancements, the shield (seven pearls) is extremely useful in helping you do well in the bonus levels and when you're under real pressure, but only lasts a short period of time. The rapid-fire and both-way fire are OK but not essential (particularly once you've already got a spray) and the smart-bomb, as Wizhell's creators Sensible freely admit, is "useless" and only included "cos it looked nice".

When you're in the Wiz-Lab you should pick your permanent enhancements in the order described above (i.e. thrust, anti-grav, Cat, slap weapon, sprays, etc.)

BONUS LEVELS

The bonus level is the one place where the temporary shield is of utmost importance. Arm the Cat with Cat-spray and try to ensure that you collect sufficient pearls to have the shield icon flashing (seven). Use your Cat to fend off all the attackers until it's



the turn of the inextricable rock wave — then wiggle the joystick, get your ass in and you'll be able to make it through to the next wave. The most effective way to manoeuvre your Cat to protect Wiz is to keep Wiz in the centre of the screen and spin the Cat around him, firing like crazy.

DROPLETS

Colour globules come bouncing along at various points in the game. They travel in groups of eight and will be one of three shades (red, blue or green). The general idea is to shoot 'em and pick up the droplets as produced with your Cat before the said droplets hit the ground, thus adding to your three pots of colour at the foot of the screen. However some droplets come down in colours other than these of their parent globule, and these ones have special effects.

White droplets should always be picked up — they give you an extra life. Same goes for grey drops, which make your Cat indestructible (well, they give him 120 lives, sayhew, which is a lot more than you'll need). Purple droplets should be avoided — they turn your Cat mad and render him uncontrollable. Interestingly, unlike in the G4 version, on the Amiga your Cat does actually recover eventually. Blue droplets are a pain too, as they turn out all the lights so that all you can see are Wiz, Cat and rustles — you have to shoot all the rustles on one of the levels to switch 'em on again. Finally, sky blue droplets bring on a police raid, which is quite amusing sound-wise but very dangerous.

CHEATMODE

Like the G4, there is a cheat mode, and CU is the first to print it again. To access one of the cheat modes, press the space bar to pause the game, type in RAINBOW, press fire to exit pause mode, and the next time you pause the game, press the C key to fill the current cauldron with paint. Programmer Peter Johnse has actually installed two further cheats, but you'll just have to work them out for yourselves, cos the s.d. won't tell us...



BLOOD BROTHERS

64/128

Gremlin

Price:

£9.99 Cass

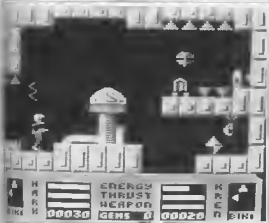
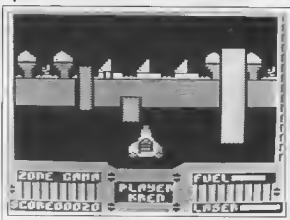
£14.99 Disk

Hark and Kren are two perfectly normal 18 year old brothers. They spend their spare time building high performance lasers and defence mechanisms in order to pass their Hitech Control and Laser Technology exams. One fateful day, after returning home from trying out their new Skywalk Jet Bikes, Hark and Kren find their family murdered. Kren recalls the old Indian ritual whereby blood is drawn from two peoples' wrists, then the incisions are pushed together and the people are declared blood brothers.

Hark and Kren commenced work on transforming their Jet bikes, equipping them with homemade lasers and defence equipment. Thrust packs were made to help the brothers negotiate the difficult terrain of the mines — the bases of the pirates — and finally, the brothers were ready.

Blood Brothers is a two player game, hindered by the rare fault of no single player option. The best tactic tends to be to fly one of the brothers to another mine area — that way you don't have to worry about toggling between joysticks or

Jet bikin' — mind the zap



Hark's crystal shop!

Needless to say Hark and Kren make this part.

The brothers deduce that their parents were murdered by a band of space pirates called the Scorpions, whose favourite pastime is to raid soft, rich planets. Over the past few years they have stolen vast amounts of gems which have been transported back to their base on the planet Scorpio.

jumbling around haphazardly on the keyboard.

BB has only two sections to it. The mines and the jet bikes. In the mines the best policy is to stay above

ground with the jet packs, as acid pools and a rather nasty energy draining system adorn most of the ground. The lasers Hark and Kren are equipped with leave them at a rather large disadvantage owing to their tremendous recoil. This has no difficulty in forcing the person firing off-screen, and when it takes six shots to kill the average nasty, this proves a rather frustrating task.

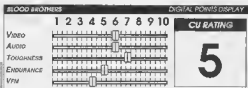
Lying scattered around are extra energy pods for the jet packs and lasers, and gems which are there to be collected. These play an important part in the game as at the end you're told how many were collected. Bomb-like structures are the key to progress in *BB* when these are shot they open up dead ends to more tedious part of the mines.

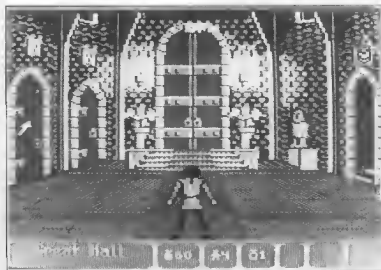
The jet bike section is nothing special, guide the bike around obstacles until you reach the entrance to another mine section. Sadly, the shortest section of the game, but easily the most enjoyable which says a lot about the standard of the mines.

The graphics on the whole quality few average, the backdrops being dull and repetitive, and the main sprites either small and neat or large and chunky, with no real inbetween. The sound is fair, but it's hardly Jean Michel Jarré.

The gameplay is slow, mainly because of the trouble involved in letting off a decent shot with the laser. I did find myself going back once or twice just to see if it was me not getting anywhere or the game itself. I was right (as usual). My perfect skill could not possibly work with a game where something as natural in the computer world as killing aliens was as frustrating and tiresome as this.

Mark Patterson





quarter of the castle. After some more loading, the first platformy castle mirror is displayed, not surprisingly scored by creature and denizens of every description, including guards and all like animals, all of whom are deadly to the touch. So is falling from a great height—but everyone knows that. By going through the standard motions for exploring a room in a platform game (unhitting up and down stairs, climbing ladders and jumping over holes) you must find the two objects that can be used to bump off the Knight—fireballs and a shield, the latter being used to turn you invisible (very useful for avoiding the castle minions). As soon as you have collected both items, you can progress to the third area, where of Knight himself hangs out.

Dark Castle seems as a substantial disappointment to me, in every respect. While the backgrounds are halfway decent, the sprites are so minute and poorly defined, that it's almost as if the game is intended to

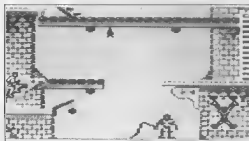
DARK CASTLE

Eni, meent, mien, mo

Mirrorsoft
64/128
Price:
£8.99 cass
£12.99 disk

If there's one genre of games on the 64 that we don't need any more of, it's platform games. Over the years we've had so many inflicted on us, most of them miserably die, that any new release that even looks like it might be a platform game is immediately met with cynicism. So why, oh why have Mirrorsoft decided to release Dark Castle, an undifferentiated levels 'n' ladders game? Maybe because the Amiga version (which appeared six months ago!) actually too bad at all, and received good reviews (mainly because at the time there weren't many Amiga platform games about).

After a lot of guesswork (the mlay doesn't give much away!) I worked out that the story (he goes something like this: The Dark Castle is inhabited by an evil Knight who



Whip me, beat me, love me (ei, are you quite sure about this? Ed)

enjoys causing grief and distress to the near by villagers. To put an end to all this misery, the villagers get together and nominate a mug, to enter the castle and show the Knight where to get off.

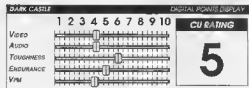
When the game begins your hero is shown as a large sprite from behind as he stands in the main hall of the castle, confronted by 4 doors, and by pressing the appropriate number key, your hero enters (I hal



be a joke. Sound is none too good either, comprising of only a feeble sample version of Bach's Toccata and Fugue (I know my classics!) and weedy sound effects. The gameplay is virtually non-existent, mainly due to the pathetic graphics, with presome rock-throwing and nasty dodging (and rather suspect sprte-collision detection). The final nail in the coffin is the aggravating multi-load (that's none too easy to use on the disk version I was playing, so heaven knows what the cassette version will turn out like).

So there we have it. A rather poor and simplistic game with graphics and sound to match. Certainly not worth your hard-earned pennies. Mirrorsoft can do better than this. D Minns, could do much better.

Gary Whitta





▲ On the diamond trail — level one



▲ Forever blowing (acid) bubbles.



landscape in order to gain access to the next.

Each landscape scrolls smoothly in eight directions and has a maze-like series of structures which must be negotiated during the quest for cash.

Dotted around the environment, there are a variety of hazards which are detrimental to the well-being of the player's ship. 'Static Demons' release acid bubbles, goat heads spit out acid blood, alien generators produce small nasties and floating mines wander around the landscape on a mission all of their own. All aliens are deadly to the touch and reduce the ship's shields on contact; 12 hits and the shield falls — any further hits end one of the player's three ships is destroyed.

Shooting aliens occasionally releases a glowing icon, each of which produces a different effect according to its design. These result in extra points, the ability to kill demons on contact, extra lives, invulnerability and one or two disadvantageous effects too.

The landscape also holds hour glasses which are collected to add

Hewson
C64/128
Price:
£8.95 cass
£12.95 disk

Hewson's latest trans-dimensional adventure sees the player trapped in an alien world full of weird and wonderful creatures. The only way to escape this fantastic prison is to collect enough of the local currency to pay for release.

The alien monetary system is based on diamonds, and it is these which are collected on each

NETHER



▲ Visit the Nether regions

30 seconds to the timer which signals the loss of a further ship upon reaching zero.

Teleports dotted around allow ease of movement through the current level. However, the exact place of exit must be learned through trial and error.

In between each level, an intermission screen is entered which, if solved, awards the player an extra life. This usually takes the form of a puzzle whereby diamonds must be produced by correct manipulation of the available objects.

Netherworld is a very slick



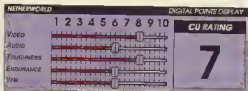
▲ A five-man skulking team

product, from the sampled guitar voices on the title music, to the silky-smooth scrolling and the gorgeous graphics. And although not entirely original in its concept (it borrows heavily from Boulderdash, Zynaps and Gun dex to name but a few) the final blend of maze, puzzle and blasting action proves entertaining and quite challenging.

Steve Jarratt

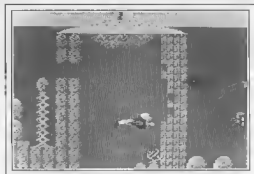


▲ Part of the first intermission screen.



NETHERWORLD

CHEAPO ROUND-UP



▲ Scuba Kidz

SCUBA KIDZ

Firebird

Silverbird's latest is more of a 'Scuba Kid', really, since there's only one of him. Still, on with the plot: an evil Sea Lord has captured some of Scuba Kid's mates and is holding them captive within his submarine lair. Scuba sets off in search of his pals, armed only with a pair of trunks. Along the way, though, he collects his scuba gear and additional items such as keys to allow access to later sections of the labyrinthine landscape, and 'bubble power' which endows him with the ability to blow large, destructive bubbles, killing fish and removing sections of coral which bar his path.

The only limitations to Scuba's progress is his oxygen supply which must constantly be topped up by swimming to the surface of the sea, otherwise his tank runs out and (for some unknown reason) he explodes into three pieces.

Scuba Kidz is a lot of fun, smart to look at and easy on the ears, having a great title

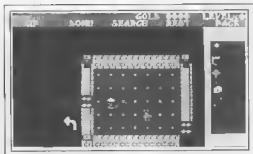
tune and start-game ditty. It's also quite clever technically, and is the best contender for the Cheapo of the Month award. (9)

▲ ROGUE

Mastertronic

Taking the form of a *Temple Of Apshoi* explore-and-collect 'em up, *Rogue* takes the player on a mission through the Dungeons of Doam to find the Amulet of Vendor, carrying a backpack containing a map, some armour and some food. Movement is directed via an arrow which the player's character follows, and the surrounding terrain become visible only as progress is made, in a similar fashion to *Ranarama*.

The player can search the immediate area, rest, and climb up and down the staircases which link the different levels of the dungeons. He can also select items from his backpack and utilise them as he wishes. Unfortunately, the player has to type in the first letter of the desired action, while everything else is controlled



▲ Rogue

from the joystick, which proves a real pain during play.

There is no sound during the game other than a feeble 'ping' whenever any option is selected. However, the graphics are small but clear, and an atmosphere of sorts is generated along the way.

Game play is a little tepid, but *Rogue* should satiate shoestring explorers in need of a fix. (7)

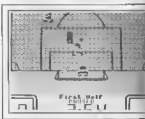
PROFESSIONAL SNOOKER SIMULATOR

Code Masters

I'm not fan of pixelated versions of the green baize sport, and Code Masters' offering does little to sway my opinions. To be fair, this snooker game does go a long way towards what can be considered a suitable alternative to the real thing.

The game offers a separate view of cue and object ball as seen from the player's eye view.

This allows most shots to be attempted with some accuracy and the resulting movement of the balls is quite realistic, although there are frequently



▲ European Five-a-Side

slight pauses as the computer does its sums.

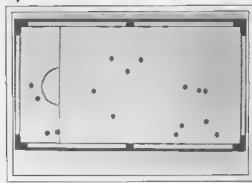
A serious omission would appear to be a computer opponent. Although not vital, this does limit the appeal of the package as a whole. Recommended to fans only. (6)

EUROPEAN FIVE-A-SIDE

Silverbird

Well, what can you say about a five-a-side footballing game? You control the player nearest to the ball on your team, you can kick and lob balls, and also get your goalie to dive when the opposition have bettered your defence. Possession is gained

▼ Professional Snooker Simulator



automatically when suitable contact is made with the opposing player who currently has the ball, and a sampled cheer is heard whenever an aside scares.

The action is viewed from overhead and the pitch scrolls vertically up and down as the ball is passed around. Normal rules apply and the program allows you to alter the length of each half and, should you need to, the colour of the pitch!

This is far from the best footballing game ever, but it's certainly one of the cheapest. If you're a fan at the sport and fancy a quick game against a friend or the computer, you could do far worse than this affording from Silverbird. (6)

TROJAN WARRIOR

Silverbird

Apparently, some helmeted hero on a winged horse has come from afar to rescue the princess. Unless I'm mistaken, old Trojan Warrior

the walls. This recalls a budget game called *Cyber One* from Sparklers and in which you were warned to 'Beware the Mego Speed'!

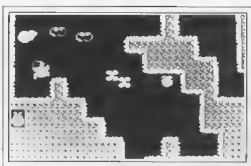
There are five levels of this hokum and, to be honest, it's not at all bad. Unoriginal, plain and occasionally annoying, but entertaining nonetheless. (6)

SLIMEY'S MINE

Silverbird

Paor old Slimey has been shipwrecked in an asteroid field, and the only way far him to return home is to explore the deserted mine workings which niddle the asteroids, and salvage the scrap parts necessary to repair his oiling craft.

The mines are over-run by aliens who are blasted to leave a blue diamond behind. On collecting enough blue diamonds, a red one appears and this is picked up to allow progress onto the next screen. Slimey can transport himself around the same screen, let off



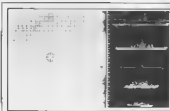
Slimey's Mine

BATTLESHIPS

Encore

I didn't think much of Elite's version of the classic paper 'n' pencil game when it was still destined for the full-price big-time, and its appearance on an Elite's budget label has done nothing to sway my opinion. It's neatly presented, easy to use and nice to look at. However, the simple gameplay remains the same. In fact, the only additions Elite have made are those of 'salvo fire' and, of course, the singing player option.

You can always play Battleships with a friend for free, and I don't think you'll be too impressed with the computer's lack of strategy and interaction. Without someone else to whinge and moan when you've 'sunk their submarine', Battleships can become very dull indeed. (4)



Battleships

haps over a series of lags, jumps through flaming hoops to land safely back in the seat, drives into the back of a speeding lorry (Italian Job-style) and finally clambers aboard a moving helicopter from his two-wheeled steed.

Exciting stuff, eh? Well, no. Not really. All the actions takes place across some astounding indifferent backdrops and the tasks themselves are hardly engrossing, each being quite similar to the next, and not requiring a great deal of ability.

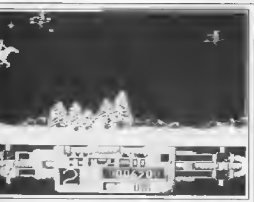
Once completed (which won't take too long) the game should become totally forgettable. In fact, it already has... (3)

Stunt Bike Simulator

STUNT BIKE SIMULATOR

Silverbird

Stunt Bike Simulator follows the perilous actions of a stuntman as he drops from a hand glider onto his trusty bike, bunny-



Trojan Warrior

has been playing too many arcade games — especially Namex and the like — for the ancient hero's mission takes place against horizontally-scrolling backdrops and he shoots what can only be described as laser balls. He can also collect extra weapons (such as glowing stars which look and act suspiciously like multiples) and is forced to run the gauntlet of swarms of alien species.

At the end of each level, there is a transporter which places our hero in a 'time tunnel', a rapidly moving corridor which must be negotiated without touching

a smart bomb-like 'banana bomb' and also visit neighbouring asteroids.

This unastounding game is saved by the huge amount of sampled speech and effects which have been crammed into the program. Aliens die with a variety of cries, groans and moans, and Slimey himself has a large repertoire of noises, including a snoring sound when the pause mode is activated!

The gameplay is a little frenetic, but, sampled sounds notwithstanding, the lack of variety and repetitive play severely diminish its lasting interest. (5)

Letters

Shopping sense

● I always get your fab mag as soon as it comes out to the shops, and apart from the fab reviews and skill charts and tips section I always look through the ads as you can always get bargains. I need this because I'm still at school, therefore I get a low income. I've done this for quite a while. BUT have this for a problem. Like it takes about three months for a full price game to arrive at my doorstep. By this time the game would have been reduced in price by other mail order companies, which is most irritating. One such case I used the bank and finally got in contact with the company. It turns out that the person who is running it is a bit slow. What a cheek, they're not slow at cashing your cheque as I learnt from the bank, and it this wasn't bad enough my Dad swore never to write a cheque for me again due to the mucking about!

I've put together some guidelines to follow when buying your software. I mean, we haven't got money to throw around.

1. Try to make sure the company you are purchasing from has been in previous issues, so it's not just a one-off company.
2. Try to make sure the company you are ordering from has a telephone number. Ring them up to make sure they're actually who they say they are and see if your game is in stock as this is sometimes the problem.
3. Not so important, but see if your order has actually reached the company as the Post Office can be at fault.
4. See if any of your friends have used the service, so it's not just a one-off company.

That's all. So far I haven't had

many problems with the ads in your mag. Most of the companies are quite prompt. It's just the few lazy ones that need to be poked. *Nicholas Blackman, London SE18*

Makes sound sense to us, Nick.

Stud stick

● The Stud is here fighting for the free people of the world! (Or the CU readers, anyway!)

Anyway, mates, I was filling out my entry for the super cool joystick compo when I noticed (thanks to my eagle-sharp eyes!) that you said, and I quote: "For the first time in CU's history, here are some joystick reviews." Well I'd hop aboard my stud-mobile (gold, time-travelling Rolls Royce) an check that out. Back we go, past Sept '87 and Gal's Games — whoops, there goes Feb '87 and Space Harrier. Another year to go yet. On your left you'll see July '86 go by as does *Green Beret*. Stowing down now as Feb '86 crawls by with *Commando* at the top of the chart. Ah, here we are. December 1985. The cover says, "Win Geoff Capes, Joystick Roundup, Bigger reviews." Let's have a look. I'll just take my shades off and what do I see? My God! Cop this! "The G-Force demand the best"

joysticks when they're reviewing. So they got Valene Buckle to road test a whole load of models."

Yup! How could you have written that! Mind you that was over two years ago! OK, back into the Rolls and back to May '88. Right, I've proved my point, so send up to my penthouse (full of the most sexiest and fun-loving girls time could offer) my CU tee-shirt. If Edmund Blackadder runs CU, who re Bakinck and Percy? *Wilt 'The Stud' Turner, Dagenham, Essex*

(Blush). You've got us there, Stud. In answer to your question: Nick and Gary seem to fit the bill.

Con-fuse-d?

● In June CU there was an interesting story about a 64 blowing up. My letter may be interesting to others like me whose technical ability extends only to the correct selection of joystick port (in a minimum of two tries of course).

During a hectic moment of zapping I inadvertently zapped my 64 with my elbow and to my

dismay the 64 blew up. I removed the screw holding the case together (I know there should be three but two had disappeared). On opening up the keyboard, lo and behold a fuse had blown. Being a keen adventurer I pootled to a local electronic shop and obtained a replacement. I inserted the new fuse and the old screw resulk — an unblown 64 zapping merrily away for three years since. *Ron Guest, Sheffield 5*

We're glad you saw the funny side.

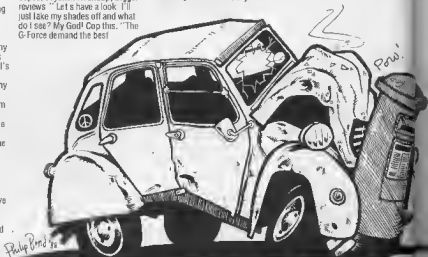
Coin-op queries

● I have been reading your magazine for three years now. In the Buzz section of your January issue there was an article mentioning something about coin-ops up for grabs. What I'd like to know is who's going to convert *Wec Le Mans*, & *Taito Airlines*? And when are they going to appear? Especially *Wec Le Mans*, which got a good review in the arcades section of the March 1987 issue of CU. *Raz Chunara London N16*

PS Are there going to be anymore CU Cool Spool tapes as the last one was brilliant!

No plans as far as we know to release either game exist, however many of Konami's titles will be appearing via Ocean/Imagine, so who knows...

Another Cool Spool isn't out of the question, so stay tuned...



Hack 'n' slag

My patience has been tried enough! I have bought your magazine in the forlorn hope that things would improve. Let me explain: I bought my 64 abroad before software was available in the UK. With over 4,000 pieces of software spanning some 700 disks I believe I can talk with some authority on the 64.

My understanding of the word 'user' is obviously not the same as the people who produce the magazine. There are those out in the big wide world who prefer to use their computer for more than just playing games. None of the magazines that I have looked at seem interested in providing useful information to the poor 'user' who needs help. Games and video coin-ops seem to be all that magazines are interested in. Is this what the great 64 has been reduced to? Shame on you all!

I get a magazine from abroad which costs me £2.50 a month, but in addition to games reviews it covers such things as courses for beginners, machine code, graphics, music, data storage, disk ROM, tips and tricks for both beginners and professionals, program listings etc. I am sure that people would pay a little more for a magazine that covered the needs of all types of 64 users.

Enough about that! I would like to comment on your article with regard to 'Pracy'. There are in fact two types of pracy — professional and amateur. The professional is a deadly virus which I agree should be stamped out. They copy software by the truckload. I can remember in Germany when the police impounded a container load of pirated software and subsequently broke a ring stretching over six countries.

I believe MP missed a vital point! Why did it all start? The software houses are not free from blame in this respect. I bought my disk drive as soon as they were available in Europe and wanted to upgrade my software from cassette to disk. Initially this was simple but when software houses introduced 'protection' I was forced to learn how to overcome that protection in order to transfer to disk. At my age (over 40) it was not easy to learn machine code but I did it and took pride in my achievement. In those days it was a challenge to see if you could beat your friends in breaking the game. It was also a challenge to get more out of the machine than the manufacturer said was possible.

Decent software, like Epyx or Infocom, is expensive and the

young people, even today, cannot afford to pay such high prices all the time, so that games are passed between friends. This has happened in the music and video market for years and they have learnt to live with it. It would also help if software houses looked at the profit margins being made on software. I know from experience that on some software the profit — by the time it reaches the customer — is in excess of 60%.

A final point is the standard of software. I have paid £9 for software which on examination is only a 'clone' and the playability of which is an insult to the intelligence of the general public.

I do not condone 'hacking' but I do understand it and hold the conviction that it will not be stamped out until software houses look in a mirror to see where the fault lies. MP put his finger on the button about in-house hacking. Only programmers and employees can provide 'pre-production' copies of software. For example — a game reviewed by CU in June '88 was available on the underground network over six months ago! *John E (ex-GCS), Colchester, Essex*

Space prevents Mike from having his say, but thanks for your opinions, John. Anyone feel as strongly?

Constructive

I would like to congratulate everybody concerned with CU for the steady improvement in quality over the last few months. Admittedly, the magazine is still some way off being perfect, but articles such as the piracy reports and the timely arrival of Penn, Rignall and Jarratt are sure to continue the trend which CU is following.

Us cull people up here in Stoke have been watching the slate of the two main magazines and have been interested in the routes that both have been following.

Commodore User, after going through a bad patch about a year ago, is now on the up and up. It remains light-hearted and cheerful and is starting to get more involved in the industry. Sometimes however, you seem to get carried away, but nowadays this is lessening.

Now, I've finished with the praise and on to my hopefully constructive comments. No doubt there will be hundreds of readers who will disagree with my views, but the letters page is here for voicing your personal beliefs so that's what I am doing.

i) Keep 'Tommy's Tips'. Now you've hit the big time it would be irresponsible to lose parts of the mag which are interesting to read — even though it may be a minority which find the section appealing. Any product which becomes totally commercially orientated loses out in the long run — look at the way that the ITV network has lost viewers over the last year.

ii) Have more articles like the piracy investigation. I never knew Mike Pattenden could write so well.

iii) Have a programming section — a sort of Tommy's Tips for software.

iv) Introduce more 'character' into the mag. This is an area which ZZAP! has lost recently. It has become 'faceless' where before you could relate to the writers and their beliefs.

To show you what I mean

0) Who is Gary Penn?

A) Ex-ZZAP! reviewer, wears black a lot, has a freaky hairstyle, generally anti-social, all computer shows (who can blame him?) and has a very sensible outlook on life, with which I fully agree.

0) Who is Bondan Buciak?

A) A Commodore User reviewer.

Now this doesn't mean anything about Bondan, and I'm sure he's a great bloke, but nothing is conveyed about him in the actual mag.

v) Do some interviews. There's lots of people in the industry that would be interesting to find out about. Shaun Southern, Andrew Braybrook, Special FX, Ocean and numerous others.

vi) How about starting the 'American Hotline' section that was in Commodore User ages ago — written by Dan Gutman. It would prove to be a quite informative, a sort of pre-view section, and even if it only took up a page, it still would be appreciated.

vii) Finally, I wish to join David Fellows in the call for 'Hotshots' or another similar gossip section. If enough people ask, do you think there's any chance of getting something done? I'm sure with the number of people that Commodore User now employ, one of them should be able to find time to write it.

Well, there it is. Let me just say that this is the hardest time for CU, from here it could continue upwards to knock ZZAP! off its perch, or it could plummet down to the depths of garbage and drivel. Let's just hope it's not the latter.

Mich Goodman, Trentham, Stoke-on-Trent

Thank you, Mich.

i) Tommy's Tips will remain as long as the response stays healthy.

ii) Mike's gone all red now.

But yes, there's more to come.

iii) Mmm... A God-like genius section for programmers, eh? This we will have to think about.

iv) Heavens, do we really want to become that self-indulgent? Answers on a postcard, please...

v) Interviews and profiles are a distinct possibility. OK?

vi) This isn't out of the question, either. But we'll let you know in due course.

vii) Hey, check out the last issue. How's that for service...

"DID I MISS THE LAST POST YET?"



TOTAL BACKUP POWER

Now ACTION REPLAY

NOW EVEN MORE POWERFUL, MORE FRIENDLY AND WILLING

ONLY
£29.99
POST FREE

Action Replay works by taking a 'SNAPSHOT' of the program in memory so it doesn't matter how the program was loaded - from tape or disk - at normal or turbo speed.

● **WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO - NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!** - that's even faster than some parallel systems. Built into the cartridge - no extra hardware or software required. Includes superfast, warpave, scratch, floppy/savevert. Integrated with normal disk turbo for supercompatibility - auto detects warp or normal format so no special load commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with SUPERBOOT.

● **SIMPLE TO USE:** Just press the button and make a complete backup - tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

● **TURBO RELOAD.** All backups will reload at turbo speed, COMPLETELY INDEPENDENTLY OF THE CARTRIDGE.

● **SPRITE KILLER.** Make yourself invincible. Disable sprite collisions - works with many programs.

● **PRINTER DUMPER.** Freeze any game and print out the screen. Eg. loading picture, high score screens etc. Works with most printers. MPS 801, 803, Star, Epson etc. Double size, 16 shades, reverse print option. Very versatile - no user knowledge required.

● **PICTURE SAVE.** Save any three multicolour screen to disk at the push of a button. Compatible with Blazing Paddles, Kozia, Arnie 64, Image System etc.

● **SPRITE MONITOR.** Unique Sprite monitor allows you to freeze the action and view all the sprites, watch the sprite animation, move or delete any sprite. Load sprites from one game into another to make customised programs.

● **POKES/CHEAT MODE.** Freeze the button and enjoy those pokes for extra lives etc., then restart the program or make a backup. Ideal for custom games.

● **MULTISTAGE TRANSFER.** Even transfer multistage programs from tape to disk. The extra ports fast load - a unique feature. Enhancement disk available for now: standard multi-loaders (see below).

● **SUPER COMPACTOR.** Ultra efficient program compression techniques. Each program saved as a single file. 3 programs per disk side - 6 programs per disk, if you are both sides.

● **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it or make a backup to tape or disk. Very simple to use.

● **MONITOR.** Full feature 'floating' type MACHINE CODE MONITOR. All standard features plus many more: assemble, disassemble, hex dump, interpret, transfer, compare, fill, hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.

● **DISK MONITOR.** A special monitor for use as the RAM inside your disk drive. All the usual commands - a useful hacking tool.

● **WHOLE DISK COPY.** Copy a full unprotected disk in under two minutes with only one drive.

● **FAST FILE COPY.** Works with standard and Warp 25 files of up to 240 blocks. Converts formats to and from Warp 25.

● **FAST FORMAT.** Under 20 seconds.

● **TOOLKIT COMMANDS.** A whole range of useful new commands including: AUTO LINE NUMBERING, DELETE, MERGE, APPEND, OLD, LINESAVE, etc., PRINTER/LISTEN - list any program (including directory) directly from disk to printer or screen without corrupting memory.

● **REDEFINED FUNCTION KEYS.** Single stroke commands for operation of many common commands including: LOAD, SAVE, DIR, Load from directory - no need to type in filename.

● **TAPE TURBO.** Designed to make turbo load/save for your own programs. No screen blanking during loading.

REMEMBER all features are built in and available at the touch of a key. All features work with both **TAPE** and **DISK**. (Except multipart transfer & disk file utility).

WHAT THE
REVIEWERS SAID
"The standard, amazing
and totally improved. This is
exactly the best value for money
cartridge I've
Commodore Disk Unit."

ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for transferring non-standard main load tapes to disk: games like LAST NINJA, CALIFORNIA GAMES, LEADERBOARD, DRAGON'S LAIR. Seventy titles in all. Almost all major titles covered. Latest edition includes COMBAT SCHOOL, PLATOON, PREDATOR GAUNTLET II, TESTDRIVE, SKATE OR DIE, APOLLO 13, THE TRAIN and many more. Great for infinite time lives etc. The GRAPHIC SLIDESHOW latest edition displays multicolour pictures or loading screens saved by Action Replay or any major Art Package. Blazing Paddles, Kozia, Advanced Art Studio, Arnie 64 etc. Lots of fun. Only £7.99. Upgrades send £3.00 plus old disk.

TAKES A QUANTUM LEAP MK IV HAS ARRIVED!

FOR
CBM64/128

BACKUP MORE PROGRAMS THAN ANY RIVAL UTILITY.

**BUT THAT'S NOT ALL ... NOW AVAILABLE FOR THE SERIOUS PROGRAM HACKER
ACTION REPLAY IV 'PROFESSIONAL'**

● All the features of the normal Action Replay IV but with an amazing on board LSI LOGIC PROCESSING CHIP.
Plus 32K operating system ROM and 8K RAM CHIP. The first RAM/ROM based cartridge of its type!

ALL THE MK IV FEATURES PLUS ...

● FULLY INTEGRATED OPERATION.

The MK IV 'Professional' has all the features of the MK IV plus an onboard custom LSI LOGIC PROCESSING CHIP that integrates the whole range of utilities and makes them available at the press of a button at any time.

● EXTENDED MONITOR.

The 'Professional' has an extra powerful machine code monitor. Because it has both ROM and RAM at its disposal the Professional can freeze any program and then examine the WHOLE OF COMPUTER MEMORY in the frozen state including screen RAM, ZERO PAGE and STACK.

Full feature disassembly, compare, GDI transfer, hunt, relocate, jump etc, etc. In fact all the features of the best fully blown monitor available. Return to the frozen program at the press of a key at the point you left it! An absolute must for the program hacker - or even the programmer who needs to de-bug his program.

● INTELLIGENT HARDWARE

The Professional hardware is unmatched anywhere in the world today. The special logic processing chip can cope with protection methods as they appear by tracing to its environment.

● RAM LOADER

In addition to Warp 25, the AR4 Professional now has RAM LOADER. Making use of its onboard 8K Ram the Professional can also load commercial disks directly at up to 25 times normal speed. Remember this feature is in addition to AR4's unique Warp 25 feature that reloads all backups at 25 times speed.

WARP 25

Reloads an
average BACK-UP
in 6 Seconds!!

UPGRADE INFORMATION

MOVE TO MK IV. Just send \$9.95 and we will send you the new MK IV. Only to plug into your cartridge. Fitting is very easy.

MOVE TO MK IV 'PROFESSIONAL'. Send your old cartridge plus \$19.95 and we will send you a new Professional MK IV.

MK 2 Action Replay owners can get £10 as part exchange against either the MK IV or Professional. Send old cartridge plus balance.

PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup and more. It also has an unmatched range of onboard features. Before you buy check our comparison ads to see what they offer and see how many of the Action Replay MK IV features are either not there or have to be loaded from Sapere disks etc. When you buy Action Replay if you don't find our name to be one then return it within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS
HOW TO ORDER ...

BY PHONE



0782 744797
24 hr Credit Card Line

BY POST



Send cheque, PO or made
payable to Datel Electronics

UK ORDERS POST FREE

EUROPE	OVERSEAS
ADD 11.00	ADD \$5

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE,
GOVAN ROAD, FENTON STOKE-ON-TRENT, ENGLAND

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

**MK IV
PROFESSIONAL**
ONLY **£34.99**
POST FREE

TRACK SUIT MANAGER

INTERNATIONAL
SOCCER STRATEGY
AT ITS VERY BEST

OUT
NOW

GOLIATH
GAMES

The GOLIATH management software

From the Designer of 'The Double' comes...

TRACK SUIT MANAGER

The first ever football game with real match tactics.

FIVE MINUTES REMAINING and the score is 3-1. You must win against Italy to qualify for the NATIONS CUP FINALS when Robson intercepts a long pass and skilfully moves forward. Also he challenges Jui Robson into the tackle and sends a long through ball to Barnes. 'Ooford' shouts Caponi. 'Play on!' signals the ref. Leaker races towards the near post. Hatalay moves back for the high cross. Barnes shoots.

YES AT LAST THE BIG ONE

A management game with so much more.

• 54 Computer managed Countries • 54 Squads of Computer controlled Players • Build your own squad from 100 individually talented Players • Select own Country • World Cup & Nations Cup • Qualifying group matches left counted and the Finals • Weekly Diary • Most advanced Sound system EVER • Franchises & Tours • Globalisation • Vast other international & Real Newspaper Headlines • Public Operators •

AND THERE'S MORE...

Sophisticated Match Play with: Adjustable Team Formations • Free Kicks • Throw Ins • Offsides • Individual Player Abilities • Goal Kicks • Corners • Penalties • Tackles • Fouls • Set Piece System • Set Pieces • Injuries • Bookings • Sending Offs • Superstitions • Substitutes • Making • Generic Penalty Shoot Out in Quarter Semi & Final Matches • Extra Time •

AND MORE...

Individual Player & Team (Defence, Midfield, Attack) tactics • Defensive • Attacking • Normal • Quick Counter Attacks • Zonal Marking • Man to Man Marking • Offside Trap • Sweeper System • Possession Football • Long Ball Passing • One-two Short Passing • Aggressive Tackling • Set Corners • Free Kicks etc • Play back • Play Upfield • Avoid Heavy Tackles • AND MORE!

GOLIATH GAMES is a 'NEW' Software House specialising in... **ADVANCED... INVOLVED... ORIGINAL SOFTWARE.**

ORDER NOW... £9.95 including VAT Plus 50p post & packing

GOLIATH
GAMES

The GOLIATH management software

PLEASE SEND CHEQUES/P.O. TO:

48 LOOKING ROAD
WESTON-SUPER-MARE
AVON BS22 3ON
0134 22538

COMMODORE 64, SPECTRUM

Dear Sir,
I don't suppose you've
seen this obnoxious
advertisement

We welcome complaints from the public about advertisements in the press, on posters and in the cinema. It helps us keep advertising standards high. But we also monitor a considerable amount of advertising, and take the necessary action ourselves.

If you'd like to know more about our work, and receive a copy of the rules, please write.

The Advertising Standards Authority.

We're here to put it right.

ASA Ltd Dept X, Brook House, Tomington Place, London WC1E 7HN

This space is donated in the interests of high standards of advertising

INTO THE VALLEY

by Keith Campbell

people who are no longer any use to them. To remain safe while he investigates, Robin has to call upon his extraordinary powers of being able to transform his body into the likeness of an animal or bird, as well as telepathic control.

The game has been written using a new adventure system written for Abstract Concepts by Tim Gilbert, of Quill fame. It performs well, accepting multiple complex commands, and has most of the latest features that go to make adventure playing more flexible: OOPS (retract previous command), RAM SAVE, SCRIPT (send game to printer), VERBOSE/BRIEF, and a facility for recalling and editing the previous command entered. Most features are controlled from icons, displayed by pressing RETURN.

Grey and dimal graphics fill the top one third of the screen, and change with an effect similar to the rotating of a series of vertical shutters.

However, a slick system does not necessarily produce a slick end-program, and whilst the section in the instruction manual on command structure gives the impression that

this is an Infocom-like parser, the game's performance does not match up to expectations. This is due mainly to some glaring omissions in providing suitable messages in anticipation of likely commands, together with a lack of valid synonyms. For example, EXAMINE all too often brings the response ROBIN COULDN'T EXAMINE THAT, and a newspaper cutting that Robin came across was recognised only by NEWSPAPER and not by CUTTING.

Regular adventure players have learned to put up with that, and indeed *Mindfighter* is better than many—but it is worse than those of a similar price tag.

In the end, it comes down to the story and the puzzles that determine whether you like a particular game. *Mindfighter* is based on a full-length novel by Anna Popkewitz, who was also responsible for the game design. The subject has, of course, been tackled before in Infocom's *Trinity*. Unfortunately, in *Mindfighter* Anna Popkewitz handles the theme with nowhere near the sensitivity of Brian Murray. Indeed, there are some explicit scenes of brutality in the text; in particular, I found the account of

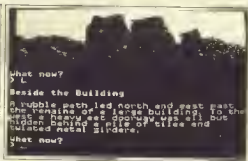
MINDFIGHTER

**Mediagenic/
Abstract
Concepts**
Price:
£14.99 Cass
£19.99 Disk
£24.99 Amiga

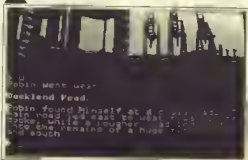
Robin, an 11-year-old boy with some amazing powers, finds himself standing on a mound looking over a scene of desolation and ruin. He's not exactly there, for he is also back at Southampton University in another one, projecting the scene from the mound through his eyes for his fellow students of parapsychology to witness together with their Professor.

They soon reach the conclusion that what they are watching is happening in Southampton, a year hence after a nuclear war. Since this is the future, it is important that Robin discovers the cause and the cause of the war so they can prevent it.

The general populace are being brutally enslaved by *The System*, whose guards mete out a cruel justice for petty crimes and casually kill



Robin amongst the wreckage



the punishment of a thief by the slow amputation of his hand with a blunt knife quite unnecessary, and the subsequent relish of the guard when licking the blood from the knife quite sickening. OK, so perhaps it could happen, one day. But who wants to play it in a GAME?

The fantasy aspect of the story, too, lacks credibility: instead of being put over as pure unashamed fantasy, as it was in *Trinity* after the player had entered the mushroom door, *Mindfighter* seeks to lend credibility to the fantastic powers of Robin and his fellow students, attributing them to the result of a day's successful experimentation in the University.

The 130 page book is supplied with the game, which perhaps accounts for the high price of the package. Alas, it is written in a style that for me, at least, made it a boring read, and with a content that turned me off.

◀ A future desktop development?

GRAPHICS	4
PUZZLABILITY	5
PLAYABILITY	7
OVERALL	4

INTO THE VALLEY

by Keith Campbell

CAMPBELL'S

a lower price more attractive before long. And Ray Smith has discovered the same...

* John Roberts, who was looking for *Zork I*, may have paid too much for it, unless he got a special price. I got *Zork 1, 2, and 3* for £1.99, each from Logic Sales who advertise in PCW. By the way, who advertise in CUI, are selling *Zork 2 & 3* for the same price. So people should take the trouble to read the ads, unless they do not care about the cost. I never buy my software direct from the manufacturer, it pays to shop around.

Ray Smith.

Milton Keynes.

Campbell's Comment: Remember me going on recently about the delisting of many Infocom titles by Activision? And remember my grovelling apology, after speaking to Uncle Rod? Well, surprise, surprise. It was all true! Seems John Roberts was just about in time, for what stocks of 64 *Zork* have run out, there won't be any more *Zorks* available for ANY machine! The only Infocom games you'll get for your 64 before long will be *Lurking Horror*, *Nord & Bert*, *Plundered Hearts*, *Border Zone*, and *Sherlock*. And for the Amiga, those titles, plus *Kitch Hiker*, *Leather Goddesses*, *Hollywood Hijinx*, *Stationfall*, *Bureaucracy*, and *Beyond Zork*. Apology retracted!

And now, here's a letter of gratitude from Allen, a poor wail that I (thankfully) saved from a fate worse than death...

* You probably won't remember me, but I did write to you about a month ago. Honest I did. Well, like the little senour you are, you wrote back to me and gave me the answer to my problem. And I don't know exactly what I would have done if you hadn't. What a lovely little being you are. **Campbell's Comment:** Na I'm not — I'm big, I'm big.

* We are constantly bombarded in the press, in general, and also in the computer press, of images of women as nothing more than sexual objects. Pin-ups degrade and devalue women, and the advertising in the computer press is almost as bad as that.

I'm not really blaming you, Sexism is not generally reflected in your contribution to the magazine. Perhaps I should write to the editor instead, and whine at him! At least I'd be off your back, then! **Campbell's Comment:** Ah! A hit in the flame, just in time for...

* If you would be as lovely as you were last month and send me the answer to my problems I shall be grateful for... oooh, at least until I get stuck again. Allen Williams.

Portsmouth.

Campbell's Comment: Scanning through the June issue, the only sexist ad I could find was one teeny weeny *Barbarian* picture on the inside back cover.

CLUES

WOLFMAN

Waiter the weed and smell the blood, unless you want to meet your doom!

Get a crest before lighting up

COLOUR OF MAGIC

To kill the troll, you must do the right things in Part One. Help the cat and the beggar, but not the Cripple Wa.

RCBO CITY

Squeezes the duck to get the caradise

DOCTOR

Don't bother to extinguish the fire! Use some magic to get the wood. It's your own ugly face that frightens the mouse off!

SEABASE DELTA

104 degrees and 100 elevation will set the missile heading for a cannon launching device

CRYSTALS OF CARIB

To get the crystal ball, attack witch with wand.

The answer to the riddle is **SAY DEADLINE**

COMMENT

How much is a game worth? How long is a piece of string? Here's a slightly treasonous adventure player: * Although I like many arcade games, adventures are still firm favourites of mine. For instance, I've got all *Magnetic Scrolls* games except *The Pawn*. Also I have NOT got any Infocom games. The main reason for this is the great price tag on them — that's ST and Amiga prices, not 64! Even though *Magnetic Scrolls* games are £20 for the 64, I got them from a mail order company in your magazine, for which I paid £14. Mail order companies don't seem to sell Infocom games cheap, if at all.

Not too long ago, I bought *Rigel's Revenge* which I think is a much above average adventure, and selling for £1.99 on cassette, so the disk version should be about £5. So why can't Infocom and *Magnetic Scrolls* reduce their prices to about £15, because I'm sure they would sell better, and they could make more money.

Michael Newman,
Bexleyheath.

Campbell's Comment: *Rigel's Revenge* is an absolutely outstanding adventure for its price, but there's very few at £1.99 to match it. The prices of Infocom and *Magnetic Scrolls* games are decided by Mediagenic and Rainbird, respectively. No doubt their marketing has shown that there is more money to be made at the prices they have set. But with sales of Amigas and STs continuing to boom, let's hope the great heavenly life-giver 'market forces' will make

VALLEY RESCUE

address him properly, but he doesn't know his name. His other problem is that he can't find any other problem. Pablo has been backstage, and also visited Sharf's estate, and ended up wondering just what he should be solving.

"If you have the answers to my humble questions, please, PLEASE, answer quick!" wrote Bjorn Magnusson, from somewhere in Sweden. So I did just that: I wrote some very detailed answers for Bjorn, and then came to write the envelope. But I couldn't — Bjorn had failed to include his address (I even checked the envelope), so I had wasted my time writing the letter. I suppose it was my fault for not checking for an address first — but PLEASE, PLEASE, everybody, DO make sure you include your full address on your letters!

Here's a direct answer to Andrew Reston, who in May was asking if there was a way past the super in *Rogue's Revenge*. M. Ferra of Corvex, Manchester, writes to say "Yes." And meanwhile, Mr. Ferra is not the only one who has reached a sticky patch in *Rogue*. The trouble is — he cannot pick it up!

Here are three quizzies: Ton Karl sen of Kolbjornsvik in Norway can't take the phantom horn in *Shadowgate* without being killed by the dog. Who can help munch him? A classic problem from John Miller of Kibarchan. He can't get out of the Repository in *Classic Adventure*. And finally the wizard in *Vesum* doesn't seem to be co-operating with Graham Richards of Chippewham. Who can help him?

A plea of a different kind arrived from Mike Laskley of Ramsgate. He was a fan of the new tower board of '85-89 and Video Games, and played a game called *Dracula's Island*. Never heard of it Mike? I'll have you know that up to about a year ago, the entire 'Valley' was written on a TRS-80, using Sorcerer! Mike's problem is that he has now re-written the game in BASIC, on an Amiga (without peeking at any code — it's a machine code adventure). He has given it an ending ('cos he didn't complete the original) and wonders if it would be infringing any copyright if it were published. Problem is, *Kansas City*, the original publishers, don't seem to be around any more, yet copyright is vested in the author; only the distribution rights are normally vested in the publisher. So if whoever wrote *Dracula's Island* happens to be reading this, drop me a line, so I can put Mike in touch with you!

If YOU have an insoluble problem, or can help someone in distress, write to me at The Valley, Commodore User, Pnacy Court, 30-33 Farringdon Lane, London EC4R 3AU. I'll get back to you as soon as I can! And thanks this month to Ray Smith of Milton Keynes, who wrote in response to a plea from someone who was stuck in *Crystal Of Carus*.

Pablo Mandogoches of Nairobi wants to talk to the editor! Does the editor want to talk to him? Perhaps, if you can help Pablo, the editor will have no choice, for it is not that scoundrel Pannenden Pablo is interested in, but Enno, the editor in *Four Times*. Enno has told Pablo to

DANCE OF THE VAMPIRES

64/128
Price:
£1.99 Cass
£2.50 Disk



Here is a home-grown adventure written by one Martyn Westwood, using the GAC A variation on the theme of *Dracula*, it's a little reminiscent of the Rod Pike version, yet with a completely different storyline — although at first, finding myself at an am, I had learned the worst!

You are on a journey with your Uncle, and having been dropped by your coachman, who refuses to take you any further, you are forced to stay overnight at a nearby inn. Here you hear some strange stories from the locals about groups on all the castle on the hill. And there are some goings on at the inn that very night. Will you be able to save Anna, while the innkeeper is away?

Next day you find yourself outside the castle, in Part Two of this three part. Each part is loaded as a separate adventure, so there is nothing to prevent you from attempting the later parts without completing a previous one.

The game has a lot of text, all of it very well written, and mostly it is quite atmospheric. What is a little annoying is that there is so little space for it under the picture. This does not scroll up off the screen, so it is necessary to 'page on' using the space bar quite a number of times for the longer descriptive passages.

The graphics are fairly mundane, typical GAC graphics in the main, but some of the pictures are quite different (particularly when, during a dream, you are faced with a gypsy fortune teller).

The vocals are not difficult, although one or two obvious words are missing, but to avoid letting the Count win during the first part is difficult, for it is not too clear why you are being

A nice little game at a nice little

price available from Martyn Westwood, 26 Coathill Place, Woodhouse, Sheffield, S13 7TL.

* Next adventure for Level 9, due about the time you read this, will be *Lancelot an Arthurian tale*. The game will be released by Level 9's new Distributors, Mandann Software. There's something special about it that will surprise the players," said a Mandann source, refusing to elaborate and thereby give the game away. Wow! We at CU are all aghast.

GRAPHICS 6
PUZZLEABILITY 6
PLAYABILITY 6
OVERALL 7

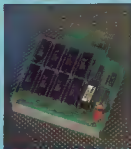


DATTEL ELECTRONICS

256K SUPEROM EXPANDER

- How you can assist from any of 8 256K EPROMs instantly
- 5 sockets to accept up to 52K EPROMs in series
- On-board operating system - no programs to load
- Program your own EPROMs using our EPROM programmer
- No need to have loads of cartridges - just make a selection from 8m Superom menu
- Discovery of address on power up
- Pushy menu drives on power up
- Select any slot under software control
- Display EPROM generator feature will take your own programs - based on m/c and data from 1st 256K EPROMs (EPROM generator required)
- Accepts 2716/2716B/27256 EPROMs
- On board unprogrammable mask

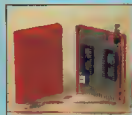
ONLY £29.99



RESET CARTRIDGE

- Unprogrammable reset button
- Simple reset as called "unprogrammable" program
- Add pulse from mechanical etc.
- Pin in cartridge port
- Simply plug in

ONLY £5.99



DUPLIKATOR..

- Copy whole disk in one pass - only one drive required!
- Makes backup copies in eight seconds!

- Duplikator is the fastest, most efficient and easiest to use disk copying system ever conceived.
- Does complete with 256K on-board ROM and it's own operating system - no software to load.
- Makes multiple copies from one original.

- Full disk verification during backup process
- Copies standard software as well as errors 25.50 and upto 40 tracks.
- Full disk error check in eight seconds

- Full disk verify against run in fifteen seconds
- A must for clubs, user groups etc. How else can you copy over 250 disks and have less than \$100.
- Does complete with on/off switch and reset button.
- Placed in minutes - no soldering usually required.

ONLY £89.99



4 WAY KERNAL BOARD

- This board fits in place of the kernel in your 64 and accepts a 16K or 32K replacement kernel driving it as a different operating system
- Just hook the cables supplied to select between systems
- This is a carrier only - ready to accept your own chip
- Now you can have all your different systems available at one time
- Full instructions
- Placed in minutes
- 5 Way kernel

- ONLY £12.99



DEEP SCAN BURST NIBBLER™

- The most powerful disk nibbler available anywhere at any price!

- Burst Nibbler is actually a two part system - a software package and a parallel cable to connect the 1841/1850/1871 to 94/102 (main type)

- What gives Burst Nibbler its power? Conventional nibblers have to delete the data from the disk before it can transfer it using the serial bus - which can slow down the process as they load. Burst Nibbler transfers data as raw 1024 bits via the parallel cable without the need to delete it so you get a perfect copy of the original.

- Will delete upto 41 tracks
- Copy a whole disk in under 2 seconds
- Full instructions
- Regular updates - we always ship the latest
- Placed in minutes - no soldering usually required
- Full or 1/4 track
- No need to buy parallel cable if you have that Commodore/Orion etc
- Chable has through-hole sockets for other 1024 bit

- Whether to choose HardDisk or Burst Nibbler? Just think this is unbeatable value as an "all rounder" - with headers, 1 or 2 drive copy format, the easy 1871 copy etc. etc. as if you have a more general requirement perhaps HardDisk is for you. Burst Nibbler is a pure nibbler second to none. For the moment stand by it if it's just making backup you are interested in, there is no other product to beat it.

ONLY £24.99 COMPLETE SOFTWARE ONLY £12.99 CABLE ONLY £14.99

BURST NIBBLER PARAMETERS DISK

- Burst Nibbler is the most powerful disk nibbler available - but there are still a few programs with very complicated parameters which make it impossible to nibble using The Burst Nibbler Parameter Disk contains routines to copy individual programs

- Used in conjunction with Burst Nibbler even the latest highly protected programs can be backed up

- The disk contains over 100 parameters including many of the latest titles. Many of the titles can already be straight nibbled by burst nibbler - but can be used with the "Super Serial Nibbler" program (supplied) by users with drives that will not support parallel super nibblers such as Commodore 6400 etc

- Remember - this disk is by no means a must for Burst Nibbler users since it already comes with over 90% of software. But for those who want everything this is it. Also for those Burst Nibbler users you get a "Super Serial Nibbler" which together with the parameters is a powerful utility

COMPLETE PROGRAM DISK # 1 AVAILABLE NOW ONLY £12.99

TOOLKIT IV

The ultimate disk toolkit for the 1840/1841

- A disk toolkit is an absolute must for the person who backs up. Toolkit IV has more features than you can see

- DISK DOCTOR V8 - Read and write any track and sector including tracks and reserved tracks. Repair damaged sectors. Load sectors with read errors

- HEAD/TAPE READER - Read and display all header information including 40 bytes and header gap. Rewrite the entire header and header gap. Rewrite sectors. Also can any sector tail gap

- DISK LOCK - Best Directory Browser yet. Shows Display the mac's and addresses. Downloadable any program directly from the disk to DISKLOCK or PASCALIT including unformatted episodes. Set Run, Read, write, more

- FILE COMPARATOR - Can compare two programs by up to 50K. Shows disk space. Compared programs run as normal

- BURST DISK COPY - Copy an entire disk to 1840 or 1841 using serial 1841.
- BURST FILE COPY - Selective file copy. Write up to 64 files normal speed
- PARAMETER - 10 second format an entire disk as burst. Any individual track or half track 2 to 4. Reformat any of 30 parameters to write or rewrite unique disk format.
- EXACT COPY - Quickly find and rewrite all wrong sectors including sectors and reserved tracks as sectors and half sectors from 2 to 4. Even recover data from errors and allow you to restore any necessary parameters

ONLY £9.99

16K EPROM BOARD

- Accepts 2 x 16K EPROMs
- Programmable to configure as 2 x 16K or 16K as 8K
- On board unprogrammable mask
- Full instructions

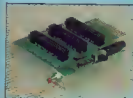
ONLY £8.99

DISK NOTCHER

- Quality add easily double your disk capacity
- The both sides of your disks
- Simple to use
- Take seconds

ONLY £4.99

DATTEL ELECTRONICS



3 SLOT MOTHERBOARD

Save over and over on your Expansion Port

- ☐ Accepts 8 cartridges
- ☐ Onboard safety fuse
- ☐ Switch to cut any risk
- ☐ High grade PCB
- ☐ Fully tested
- ☐ Reset button

ONLY £16.99

DATA RECORDER

- ☐ Quality Commodore compatible data recorder
- ☐ Mass control
- ☐ Suitable for 64/128
- ☐ Recorder
- ☐ Read now for quick delivery

ONLY £24.99



SMART CARD

Now you can have an 8K or 32K cartridge that you program like RAM then acts like ROM!

- ☐ 8K or 32K pseudo ROM
- ☐ Battery backed to last up to 5 years (128hrs battery)
- ☐ Simply load the program you require - then click the switch. The cartridge can then be removed just like a ROM cartridge
- ☐ Make your own cartridges including addresser types - without an EPROM burner
- ☐ Can be installed on or off board via software
- ☐ I/O 2 slot open for special programming techniques
- ☐ 32K version has 4 x 8K pages
- ☐ Best knowledge of I/O & In/Out - the full instructions are provided

8K VERSION £14.99

32K VERSION £29.99



RAM DISK

- ☐ Turn your Smart Card into a 32K RAM disk
- ☐ Set of instant backup area for files/programs
- ☐ Load/save instantly
- ☐ Data type commands load/save directory search
- ☐ Program data retained when computer is switched off
- ☐ Full on-board as with instructions

ONLY £9.99



CENTRONICS PRINTER LEAD

- Connect your OHL 128 to a full size Centronics Parallel Printer
- Suitable for use with Action Replay II or Parallel Outdrive II
- Low noise with easy to remove/replace package that has parallel driver software built in - also includes many printer improvements
- Top quality construction - ribbon cable 1.5m long

ONLY £12.99



BLAZING PADDLES

A complete lightpen/graphics illustrator package.

- ☐ A fully built/mass drawn graphics package of a nature which should cost much more
- ☐ Complete with a three optical lightpen system for you point accuracy
- ☐ Multi feature software including:
 - Range of brushes
 - Airbrush
 - Neighbours
 - Circle
 - Rubberbanding
 - Lines
 - Precision
 - Zoom in/out
 - Printer dump
 - Load/save
 - Advanced colour routing - over 500 tones
 - Cut and paste across shapes/windows/patches to be moved to/from tape/disk
- ☐ Blazing Paddles will also work with many other light pen devices including Japanese Mats, Graphics Tablets, Tracked etc.
- ☐ Pictures can be saved from Action Replay and edited with Blazing Paddles.

Complete Blazing Paddles & Lightpen **ONLY £24.99**

Blazing Paddles available separately for **£12.99**



GRAPHICS SUPPORT UTILITIES DISKS

• A range of utilities to make the most of your high res pictures created with popular graphics utilities or captured with Action Replays unique picture grabber

- **SLIDE SHOW**
 - View your favourite pictures in a slide show type display
 - Move from screen to screen - keyboard or joystick control
 - Very easy to use
- **BLOW UP**
 - A unique utility to allow you to blow up any part of your picture and save it up to full screen size
 - Free file like format with powerful alpha blending technique
 - Very easy to use - simple commands
 - An interesting utility

- **SPRITE EDITOR**
 - A simple editor which allows you to create or edit sprites
 - Full colour display
 - Access to view movements
 - Action Replay can capture/store sprites with any program - this editor is a perfect companion

- **MESSAGE MAKER**
 - Make your favourite screen - create with a graphics package or captured with action replay and saved it into a scrolling screen complete with 1000 words
 - Send message to your printer with letters and text setting
 - Simple text editor - easy to use
 - Choice of words
 - As scrolling ability
 - Printed screen saved disk

Complete disk with all four utilities

ONLY £12.99

ROBOTEK 64

- ☐ Robotek 64 is a comprehensive hardware/software package which enables you to connect your 64/128 to the outside world
- ☐ 4 output channels - each with onboard relay
- ☐ 4 input channels - each fully buffered TTL level sensing
- ☐ Analogous input with full 0-5V conversion

Model & Robot Centre made easy

- ☐ Nine input for voice control
- ☐ Software features test mode analogue measurements, pulse software/digital modes etc
- ☐ Excellent value! **ONLY £39.99**

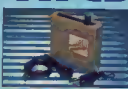
including hardware/software/minic disc (State Drive or disk)



TURBO ROM II
Turbo Rom II is a replacement for the actual ROM inside your 64. It provides superfast load/save routines.

- ☐ Loads most programs at 5.6 times normal speed
- ☐ Saves at 5.6 times normal
- ☐ Improved D06 support including 10 sec format
- ☐ Programmed function keys load, directory, etc.
- ☐ Return to normal format at risk of a switch
- ☐ XCOPY - 360 block file copy
- ☐ FLODD - standard I/O loader
- ☐ Plus lots more
- ☐ Priced to minimise - no ordering really required. (On most 64s the old ROM may have to be desoldered)

ONLY £14.99



DIGITAL SOUND SAMPLER

- The new sampler allows you to record any sound digitally into memory and then replay it with astounding effect
- ☐ Playback forwards/backwards with auto/revert/stop modulation etc
- ☐ Now with full speed editing module & produce outstanding effects
- ☐ Full 8 bit D to A and A/D conversion
- ☐ MIDI compatible with suitable interface (16 Data clock for \$30.00, see ad)
- ☐ Low effects menu includes real time display of waveforms
- ☐ Uses 256Kb in/line only/line/line compatible
- ☐ Powerful sequencer with editing features
- ☐ Load/save sample
- ☐ Up to 5 samples in memory at one time
- ☐ Tape or disk (please state)
- ☐ Complete software/hardware package **\$49.99**
- ☐ One Drive software is available separately at **£9.99** to turn your Sampler II into a One-Drive system as well as a sampling system



COM-DRUM

Digital Drum System

- ☐ New you can have your computer into a digital drum system
- ☐ Hardware/software package
- ☐ A digital drum module in memory at one time
- ☐ Complete with 3 drum kit
- ☐ Real drum module - not synthesized
- ☐ Create superb drum rhythms with real and stop time
- ☐ Full editing
- ☐ Menu driven
- ☐ Output to 2-5 or through a speaker
- ☐ Load/save routines

ONLY £29.99 (state tape or disk)

COM-DRUM EDITOR

- ☐ 64 drum module supplied on disk to enable you to manipulate your own drum kit
- ☐ The-4000 module supplied with a One-Drive to make sure you
- ☐ With sound module hardware you can record your own beats
- ☐ Load/save routines

ONLY £4.99 disk only



MIDI 64

A Full MIDI Interface for the 64/128 at a realistic price

- ☐ MIDI in
- ☐ MIDI thru
- ☐ 4 x MIDI out
- ☐ Compatible with most leading software packages including Mel, MIDI Advanced Music System, Jamex, ProSound etc

ONLY £29.99

DATL ELECTRONICS



ROBOTARM — 5 Axis Movement — Full Function

- Explore the fascinating science of Robotics with this full feature Robot Arm
- Houses the dexterity — with 5 Axis of Movement it is so versatile it can manipulate small objects with amazing ability
- Easily controlled using 8 Synthesizer (any 9 pin type) or connect to your computer with our Interface + Software to give Computer/Robot control (see Interface offer)
- Connect with Accessories including Finger Jaws, Magnetic Attachment, Clutch, Sleep, 4 Stabilising Suction Discs, Legs, etc.
- Power 4 HD2 batteries (not supplied) to power motor movement so uses no main power
- Self contained, ready to use (except battery, joystick)

ONLY £49.99

INTERFACE OFFER

- Unique Software/Hardware package to allow you to interface your computer with the Robotarm.
- Trick mode allows you to store and then repeat programmed sequences
- Very easy to use
- This together is not needed to use the Robotarm but interfacing with your computer has great possibilities

ONLY £24.99
COMPLETE WITH CABLES.



EPROMMER 64™

- A new easily map-out EPROM programmer for the 64128
- Helps enter data reference hardware package data programming (reading) verifying, saving EPROMs including blank
- Will program 2716, 2732, 2764 and 2796 chips 128, 256 or 512 bits
- Will auto over-plot for maximum connectivity with microchip to system board etc
- Full feature system — all functions covered including error check, verify
- No feature programmer 64 is the most sophisticated, most friendly and best value for money programmer available for the 64128
- Have connection for Superboard Cartridge Development System, not for use with cartridge to select any 8756/64 base program
- Great complete with instructions plus 128 cartridge blank

ONLY £39.99 COMPLETE



DISKS/STORAGE BOXES (Lockable)

- | | |
|---------------------------|---------------------------|
| For 5 1/4" | ONLY |
| 120 5 1/4" disks 80 | £6.99 |
| 100000 disks up to 100 | ONLY £8.99 |
| For 5 1/8" | ONLY |
| 100 5 1/8" disks up to 80 | £7.99 |
| 100 5 1/8" disks up to 10 | ONLY £9.99 |
| Disks/boxes | |
| 1 1/4" - 100 000 | ONLY £24.90 for 10 |
| 3 1/4" - 25 000 | ONLY £49.00 for 10 |

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER

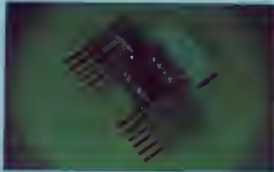
BY PHONE	BY POST	FAX
0782 744707 24 hr Credit Card Line	Send cheque/PO made payable to 'Datel Electronics'	0782 744282 USE CHEQUES POST PAID - BANKS ADD 35 OVERSEAS ADD 35

DATL ELECTRONICS

DATL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE,
GOVAN ROAD, FENTON, STOKES-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744334



NEW CLONEMASTER™

The most effective tape to tape back-up board available.

- Makes perfect backups of your tapes easily and effectively!
- No user knowledge at all needed.
- On board TTL logic circuitry actually shapes the program and sends a perfect signal to the record cassette — producing a copy better than the original in many cases.
- L.E.D. indicator shows when data is being transferred to avoid excessive tape winding.
- Works with almost any program including multi-loaders, turbos and even very unusual type turbos
- Requires access to two CEM compatible data recorders
- Simply press 'Play' on one recorder and press 'Record' on the other — that's it!
- You can even make a backup while you are loading the program
- This is a total hardware solution — no programs to load — the results are stunning!

ONLY £9.99

Datasettes are available for £24.99 (see other pages)



BLUE CHIP DRIVE

- Fully 194/128 megabyte.
- 120 5 1/4" disk drive at a massive price
- Super advanced tape
- Extensive power supply for real operation.
- Direct drive motor
- Regulated memory with all cables — so there is bug
- This drive is now probably the most sophisticated drive available for the 64128. More so than even Commodore's own 194C. Much more so than other so called competitors. In fact we have been unable to find a program involving the basic that would not work. (At least 67 Procs)
- We need to look elsewhere — this is the best.

ONLY £139.99 POST FREE
(If you require another delivery add £4.95)

ULTRA CRUNCHER

- The ultimate cartridge based program synthesizer
- Complete by up to 50M
- Many programs for sale
- Easy packed programs on one cartridge
- Full loading/reading routines — works with Tape Drivers
- Can even further integrated 64128 Bus
- 6400 Words 64 megabyte
- Full ROM support including test, format

ONLY £12.99 as cartridge.
Available on chip only for £16.99.
Superboard for only £7.99

FAST HACKEM™

- Mini Diskette Disk Writer — 40 to one Disk
- Single 194/128 Writer — Copy a disk in 8 minutes
- Auto Writer — Copy an entire personal data in 5 minutes
- Super hot Pin Copy — Under 5 minutes typically
- Copy with Pin Transfer
- Repeatable Copy — Entire disk in 35 minutes with verify
- Two Drive Copy — Best feature!
- Plus unique 'Parasector' inside 'Thin Blue Disk' the more heavily protected program with a Parasector for a particular card or even single program
- If your program is such a good 'Big Brother' in this price list is unbeatable.

ONLY £9.99 POST FREE

The god-like genius of GARY PENN

STEALTH FIGHTER

(Microprose)

C. Leigh of Cheshire in Cheshire wrote to say "I DID IT". Did what, one wonders? "I got the Congressional Medal Of Honour," says Mr Leigh. How, pray tell, did you achieve this monumental task? "Here's how I did it..."

- 1) Select a Brand Spanking New pilot.
- 2) Set all ratings to Ultimate.
- 3) Select the 'Destroy The Runway North of Berlin' mission.
- 4) Load up your fighter with two sets of sidewinders, one set of Durandel and one set of extra fuel.
- 5) Take off and fly at around 1K with the throttle well back. On your way to the runway destroy the missile installation at the SW with your cannon.
- 6) Destroy the runway then climb to around 10K.
- 7) Turn on your air-to-air radar to attract the fighters (mainly SU27s with one IL-76), then use your eight sidewinders in conjunction with your cannons.
- 8) Climb to 80K. Fly west then turn on your fuel tank and fly home to a Congressional Medal of Honour.

SPINDIZZY

(Electric Dreams)

Mr Finlayson (assuming, sexistly, that A is a he) is having trouble with Paul Shirley's roll-about ramp, often compared by some to Alan's game-which-changed-the-state-of-the-arcade-world, *Marble Madness*. Well, the cheat mode is simple. It's "I LIE DI" [due to the fact that Mr Shirley mentions on the title screen that there is no cheat mode. However, entering the cheat isn't quite so simple, which is why ace programmer Gazza Liddan (remember him?) knocked up this little program... ooh, all of two years ago]

0 REM I LIE DI

10 X=679

20 READ A,POKE X,A,X=X+1

30 IF A<>255 THEN 20

40 SYS 679-LOAD

50 DATA 120, 169, 52, 133, 1, 162, 6, 189, 7, 8, 157, 0, 233, 202, 16

60 DATA 247, 169, 55, 133, 1, 88, 96, 255

So what's it do? Stop the timer, that's what. Type it in (DON'T exclude the REM statement!), RUN it and follow the on-screen prompts to load a slightly altered *Spindizzy*.

BOUNDER

(Gremlin Graphics)

A. Finlayson from Blackpool also wrote to say "thank God!" as he's been struck on this ageing classic and needs a bit of help. Well, A, here's the cheat mode for this little chestnut. Hold down **I, Q, A, Z** and the **SPACE BAR** on the title screen until the border changes colour to indicate that the cheat mode is operative (it takes about 30 seconds). You will now have unlimited balls to play with. (Ooo-er—Ed)

GIMME SOME HELP, NOW (IF NOT SOONER)

Stephen Frampton of Coventry in Warwickshire needs listings for disk versions of games—but unfortunately he didn't mention which games. But bearing this in mind, can anyone supply listings for cassette AND disk (without messing around with the disk itself, please)?

Johnathon Gyde of Painswick in Gloucester needs help with Palace's *Barbanon* and Activision's conversion of *Rompage* (both on the 64). Now I'm such a busy chap I didn't have time to

Heaven! One must confess to being well and truly gob-smacked by the succinct response to the God-Like Genius section. It's healthier than something very healthy, and I thank you all from the heart of my bottom (ok, the old ones are the old ones). But I'm afraid it's time to bid you adieu, for I'm off to Mother and of I'm on to a new magazine called *The One*. 'The One what,' you may ask. It's *The One* for all ST and Amiga games-players, and I'll say no more for the me 'cos Mike's going a bit wobbly... So, it's turn and hopefully our paths will cross once more on the other side... (Oh, get lost Penn don't pretend you're irreplaceable, next month sees the god-like genius of Jeline Rignall taking over—Ed)

dig anything out, so does anyone feel generous enough to supply a working listing for one (or both) of these golden oldies (on the *We Are The Champions* compilation, one would assume).

Lee Callis of Evngton in Leicester is down on his knees begging for help (in the form of listings) for Software Projects' conversion of *Dragon's Lair*, US Gold's arcade game version of *Masters Of The Universe*, Elite's conversion of *1942*, *Space Harrier* and *Paperboy*, and losty US Gold's *Gauntlet II*. What a greedy goal. But can you help satisfy his appetite?

Poor old (well, probably quite young actually) Rick Swan. He taught *Imagine's Hyper Sports* and reckons he wasted his money. Why? Well... The problem is that after looking forward to all the mega-trendy events I discovered that I could only get to the third event." Oh dear. "So could you please, please, please give me a listing so that I could choose the events I want to compile in?" I'm afraid I can't, Rick. But I'm sure someone somewhere knows a man who can.

the god-like genius of GARY PENN

MONTY ON THE RUN (Gremlin)

Blimey, there are a fair few chaps and chapesses with male problems. So here's the cheat mode once again... Enter I WANT TO CHEAT on the high score table, then start the game. On the second screen you should see a little boat that wasn't there before. Get the boat and you can't be invincible. As far as the Survival Kit... I can't remember what you need — oaoogorh

OOPS-A-DAISY

"Gor Blimey, Mary Poppins, there were a fair few cock-ups in the last issue, eh?"

"Not 'off, Fred, I was particularly surprised to see that leensy weensy mistake in the Karnov listing. You know, the one where the 'I' in line 1 should have been an 'L'."

"Lumma, that was a bit 'orry 'n' Billy and no mistake. The same thing 'appened in the *Impossible Mission II* listing 'n' all — AND it di'n't work, neither. Strike a light, what is the world coming to, eh?"

"Oh deary me (I think deary's more appropriate, Goz — Ed). Plop went me credibility when *Skate Or Die* came out as *Skate Crazy*, and Thrrrrp it went again when I saw the *Football Director* advert on the opposite page after saying I hadn't heard of it. Aham. Anyway, here's a corrected version of the *Impossible Mission II* listing

```
0 PRINT CHR$(147)
1 FOR I=560 TO 609:REAI A$
2 L=ASC(LEFT$(A$,1)):L=L-55:IF
L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55:IF
R<5 THEN R=R+7
4 V=(L*16)+R:C=C+V:POKE
I,V:NEXT
5 IF C<>5551 THEN PRINT"DATA
ERROR!"END
6 PRINT"SAVE LISTING FOR
FUTURE USE"
7 PRINT"PRINT"SYS 560 TO START"
10 DATA
```

```
20,56,F5,A9,78,8D,D0,08,A9,3A
11 DATA
8D,D1,08,4C,10,08,19,4D,8D,8E
12 DATA
A0,A9,02,8D,8F,A0,4C,E6,9F,A9
13 DATA
0C,8D,EC,28,A9,00,8D,17,3F,A9
14 DATA
AD,8D,1F,3F,8D,13,4C,8D,08
```

HA HE HO

POKES are dreary. Listings are for dullards. Mike's never miserable. OK, so I don't really mean it, but I thought it was about time we livened up this section with some terribly (un) funny computer jokes and wheezes. Here's a couple I tried on Gory Liddan.

1) Turn on your 64 and type TE=64738 (RETURN); then clear the screen. Now you can say: "Hey, wow, coa, guess what, Goz (or whatever your friend is called)..." To which he replies: "What?" You say: "Yeah, I've found a brill new command on the 64 — look..." And you type in SYSTEM RESET (RETURN); the 64 resets itself, and you look really clever (honest, although if you try it on Gaz you get a funny look that says "My God, what a silly gif", so don't try it on him if you see him at any computer shows.

2) When your mate is loading something (preferably from disk), get him to talk to you. Then when he's not looking at the 64 you can trick him by saying: "Hey, Gaz, it's loaded." Then he turns round and looks a proper 'nana because it hasn't really loaded! (Ho ha ha). One that says "My God, what a silly gif", so...

Finally, Casey Gollacher of *The Street* in Swallowfield read and liked Mike's piracy piece in the June issue (*Oh joy — Ed*), and mentioned that he occasionally hacks computer games. During his many frolics he discovered some 'funny' messages from the programmers of loaders. In the loader of *Imagine's* conversion of *Renegade* can be found "WELCOME TO FREELoad BY PAUL HUGHES 25/8/87", and in *The Holy Grail's* loader there resides: "WELL

DONE — WELL CRACKED!" Other coding chuckles include "HELLO HACKER! HOPE YOU HAVE FUN WITH THIS LOADER" in Activision's *Wander Boy*, "HAVE FUN HACKER! PAUL H MASTER OF THE CIA" in *Rastan's* loader, and a lengthy rant from Dave Collier in *Terra Cresta's* loader. Casey's point: "Surely this encourages people to hack?" That as may be, but then Casey points out that "this is not an excuse for piracy as it's still theft." Any more for any more?

MARAUDER (Newson)

A little cheat courtesy of Tim and Ian Fraser...

Hold down the Commodore key, Q, 2, and the SPACE BAR to disable sprite collision. The words 'CHEAT ON' appear at the bottom of the screen.

LAZER TAG (US Gold)

You're probably a super wimp if you can't complete this, but here's a Tim and Ian Fraser listing just in case.

```
0 PRINTCHR$(147).POKE53265,0:
POKE53296,1
1 FORI=544TO581:READA$
2 L=ASC(LEFT$(A$,1)):L=L-55.
IFL(5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55$
4 R<5THENR=R+7
5 V=(L*16)+R:C=C+V:POKEI,V:
NEXT
6 POKE53296,0:POKE53265,27
7 IF C<>3214 THEN PRINT"DATA
ERROR!"END
8 PRINT"SAVE LISTING FOR
FUTURE USE"
9 PRINT"PRINT"SYS 544 TO
START"
10 DATA 20, 56, F5, A9, 08, 8D, D0,
08, A9, 3A
11 DATA 8D, D1, 08, 4C, 10, 08, A9,
3D, 8D, 30
12 DATA 08, A9, 02, 8D, 31, 08, 4C,
10, 08, A9
13 DATA AD, 8D, 51, 26, 4C, 00, 3A,
00, 00, 00
```

Type in the listing, RUN it, and follow the on-screen prompts for infinite lives.

AIRWOLF



Here's a map and solution to *Elite 3*'s recently released *cheapo*

1 Sector one is the easiest challenge of the lot. You come out of the back and fly left avoiding the boulders and drop down tunnel (B). Rescue your man. You cannot return the way you came, remember. To get back you must shoot blue wall (E) and fly out. Don't get in the pit, but follow it up. Turn right and shoot down wall (D). Fly through back the school door and (C) down at the bottom. Shoot at the door and fly out. Remember to shoot wall (C) down at the start? This is your route back to base after every rescue. Whatever sector you have come through you must return via this way (D) and (C).

2 Make your way through sector (1) at bottom. Shoot down wall (E) and follow pit up. Turn left and drop down. Your scanner is directly beneath you. You cannot pick him up because he is standing on water. To reach him rise up school valve (G). The door at the top right will now automatically close. To reopen and make your return with the man you must shoot at the door and fly out. Remember your way back via the scanner through wall (D) and (C). Selves, so your shields so avoid them as you make your way through.

3 Take tunnel (A) and drop down to the lower line. Shoot on (H) to make a boulder. However over the motor and shoot a hole through. Drop through squeezing past boulder (A). You must now fly left as rapidly as possible shooting pins (F) (I) and (M). The tunnel will open up the rear door and the boulder you have activated will fall in. Hit the door and fly out. Remember to shoot (I) back to (H) where the boulder once was. Shoot (I) and your way is clear to rescue your man. Return as advised previously.

4 Things get tough now. Take tunnel (B) and fly through sector one. Shoot through wall (E) and (N). Drop down into the area caverns. Two gothards enter side shoot the bolts from their eyes. Avoid these. Shoot the two bottoms at the bottom. Fly vertically up until you reach the top where a conveyor belt is dropping boulders (O). You are now clear to make your rescue.

5 Fly down tunnel (A) and into cave (S). Immobilise flying saucer and shoot down walls (T) and (U). Do not proceed until you have shot yourself in, by shooting (V). This releases the boulders and allows you to level vertically down. At the bottom shoot down wall (W) whilst avoiding fire spurs. Fire in the spike. Shoot it when the diamond disappears. Fly out and make your way up to rescue your man.

GIANA SISTERS

Why has Julius Rignall got a sweaty joystick? He's been playing with the Giana Sisters, that's why. In an exclusive shock horror sensation he has decided to reveal his juiciest tips.

Although each level is played on a strict time limit, don't thunder along at breakneck speed. Caution is of the essence — so take time and look to see what hazards are coming up, and decide how to tackle them.

The other advantage of taking things slowly is that if you rush along, more aliens appear. Taking things at a steady pace sees creatures coming on slowly, making it easier to tackle them.

Some of the jumps require almost pixel-perfect precision. For long jumps make sure you have plenty of speed and jump right from the edge of the platform, keeping the joystick pushed diagonally up right. If a low road is present, keep the joystick right during the jump, tapping diagonally upwards very quickly. It sounds like a tricky move, but once perfected, you shouldn't have any problems with hanging against the ceiling and falling down holes.

Diamonds are a key part of the game, since collecting 100 gives an extra life. Try and grab as many diamonds as possible to ensure a steady supply of extra lives. A good player can add an extra Giana to his supply every third or fourth screen — highly useful if the game is to be beaten!

Use the extra weapons with care. Water should be used to douse flames — although the effect is temporary, and there is no indication when the effect has worn off. Clocks should be used against bouncing balls, and magic bombs in times of severe crisis.

Don't hit a block above you if there is a creature walking on it — it'll fall down onto your head.

Finally, if you're a wimp and can't play the game, press the A R M Y and N keys at the same time to automatically skip a level. Using this even a novice can finish the game!

THE SECRET ROOMS

These are a rich source of diamonds, and are therefore vital to help ensure a regular supply of extra lives.



SECRET ROOM TWO

is found on level five. Just drop down the hole, and a wealth of diamonds are yours for the taking.

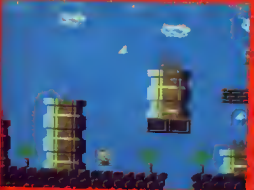


play to win



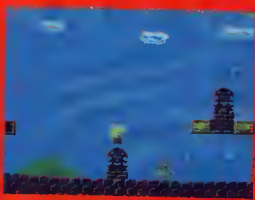
SECRET ROOM THREE

Can be found on level 13. Leaping into the room is easy enough — but watch out when you're leaving since a jump to the right results in Goombas falling back into the hole.



SECRET ROOM FIVE

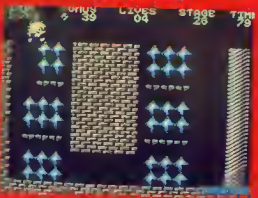
The final secret room is found on level 29 — it's in the third of the four holes. Be careful when you're jumping to it, since it's easy to bash your head against the block and fall into the hole beneath. Keep your wits about you when you leave the room, and all should be funky dory.



Watch out for warps — these are scattered throughout the game, and allow several screens to be skipped at a time. A warp block is invisible until head-buttled, whereupon it appears and Goombas automatically jumps the next three screens. The example shown is on level 17. Just stand on the black object and jump, and you'll be warped forward.

SECRET ROOM FOUR

Is on level 21. Jump into the hole, collect all the diamonds and exit in either direction. Be careful of the flames as you continue on your travels.



ARCADES

GALAXY FORCE

SEGA 1 x £1

At the exclusive UK preview of *Galaxy Force* in their London premises, distributors Brent Leisure had to erect a faint extension to their main entrance. The reason? Well, this latest in Sega's series of state-of-the-art dedicated simulations simply wouldn't fit into the showroom!

Yes, even by Sega's recent standards, *Galaxy Force* is housed in an unusually massive console. Costing something like double the price of a spanking new *Afterburner de Luxe*, the enormous space capsule shaped machine could pass for a fairground ride. It takes up nearly ten feet by ten feet, for a start, which rules out the possibility of your local droopie getting one. (There will, of course, be an upright and a rather smaller mini-deluxe version available in due course, but we're fairly sure that this is the one that will be causing the most dropped jaws over the coming months). And if you're not impressed by the sheer scale of the thing, you will be by its movement: in addition to back-and-forward and lateral shifting, *Galaxy Force* spins around a complete circle! Well, nearly—it actually turns through 335°, but who's complaining? It wa-

ars. If you haven't deduced as much by now, telling BIG.

But don't just stand there gaping—take your courage in your hands (and your quid from your pocket), step into the protective surround and clamber aboard. As soon as you're sitting comfortably you're given a choice of five different spacecrafts to fly through, ranging from seas of lava to Milky Way-style meteorite storms. Once you've chosen your field of combat, brace yourself and press the start button. You're immediately being backwards as you blast off.

The controls consist of a joystick to your right hand and a speed-up/slow-down gear shift to your left. Housed in the joystick are your weapons, rockets and heat-seeking missiles. The screen is, as you might expect, impressively large, and the graphics bright and vivid, even more detailed than *Afterburner's*, and with many confusingly camouflaged bits to keep you on your toes. Enemy fighters munge in the distance with rockets and lava, but, especially if you're travelling at normal to fast speed, they don't stay in the distance for long. Flames leap up to meet you, you swerve wildly to avoid rocks and missiles, swerve again to avoid walls, fly low under

obstacles, fly high over 'em, and all the while blasting everything in sight. The effect is a combination of *Afterburner* and the deluxe *Wac Le Mans*, with incredible on-screen speed, breathtaking action, tremendous graphics and the physical sensation of being blown around the skies.

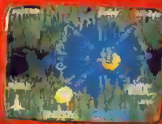
Luckily you have a shield and energy level rather than a set right one-hit-and-that's-it approach to life, so you should be able to get at least a little way in before meeting a sticky end. Each level is divided into a couple of stages, an initial blast through open

space, and then you get to penetrate the heart of the enemy's base, which involves guiding your trusty craft through a most confusing maze of underground tunnels packed with obstacles, gun emplacements and enemy craft before attempting to take on and destroy the nerve centre.

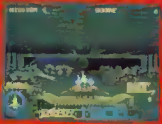
As with its illustrious predecessor *Afterburner*, *Galaxy Force* is often bewilderingly fast, and instinct rather than judgement tends to be the key to success. But the slow-down option does give you some breathing space and the shield allows you to tangle into the game without the danger of immediate destruction.

The gameplay is certainly speedy and engaging, and the sounds and graphics are pretty hot, but there's no doubt that *Galaxy Force's* major appeal is going to be as a climb-in simulator. Frankly, I can't see the upright version having the same appeal as the hydraulic wonder that is the super deluxe version. And this means that, while Sega will undoubtedly be asking for the proverbial 'Loadsamoney for convers' on rights, the chances of a faithful home version appearing are slim. Very slim.

Nick Kelly



Nerve centre shot!



The Fields of Fire.

Ready for HIT-ell.



GRAPHICS
SOUND
TOUGHNESS
ENDURANCE
CONVERTABILITY
OVERALL

9
8
8
8
8
8

ARCADE



Mega Man Battle Network



Stock up in the shop

FORGOTTEN WORLD

CAPCOM
3 x 10p

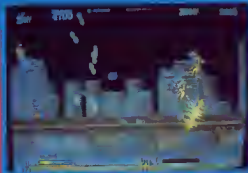
But what if a currently included ten-game deal between the two companies would be to convert all the new Capcom coin-op products due for release well into next year for the home market. And if Capcom have many games like *Forgotten World* up their sleeves, all I can say is smart work, US Gold.

Forgotten World's basic scenario finds you and an optional companion fighting your way through a horizontally-scrolling landscape somewhere between an underground sewer system and an ancient Inca temple. Who are you fighting? A bizarre collection of lizard men, sea anemones, piles of self-segmenting and reassembling junk, giant water snakes and, of



course, a selection of fairly tough super monsters. And who are you? Well, you're a couple of very modern-looking guerrillas equipped with automatic weaponry, anti-grav capabilities and a health meter.

The first thing you're liable to notice about *Forgotten World* is the control system. Both your character



Blast the reptile guards

and his weapon have to be moved up and down, and to accomplish this, Capcom have installed a rather ugly new device. As well as your standard joystick, you also get a heavy round dial. The latter controls your firing: press it down to blast, turn it to change your weapon's angle of fire. This device really does put you in control.

The actual gameplay isn't a million miles away from *Gyrozor*, being fast and furious. The graphics, however, are in a different league altogether: against a background of nuclear devastation, run-down scrapers and miles of pipes, the nasties and



ARCADE

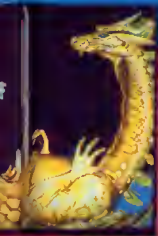
GADES



No wonder it was forgotten



I'll finish you off for sure



A statement of intent

The Dust Dragon gets home

super-mashes you come across are wonderfully detailed. Basically the idea is to blast your way through waves of attackers to kill a series of major bosses. Each victory means you'll move on to the next level. If you're picked up, these are the only ways you can lose. If you can't see in purchase enhancements, the small shop, which you occasionally and rather surprisingly encounter in this devastated landscape. When you make it into one of these emporia, you are greeted by a swiftootie shop assistant who offers you a choice of various



Monsters too



weapons, including swords, daggers, and rockets. You're only one allowed at any time. I'm afraid extra power for the arms you already possess, energy and health replenish and regenerate. The latter is sometimes superfluous. It's fairly obvious for instance that the first dragon's vulnerable spot is its heart because it's always shooting spikes from it. But other times you can spend a lot of lives and money on pieces trying to work out the best tactic for yourself.

The level of detail in *Fargotten World* is impressive, when you're flying through the sections which are full of yipping, for example, careless shooting will actually increase your point because the pipes rupture and spew out flames with a shot.

Perhaps the most impressive stage that I reached in *FW* was when I got to take on the God of War. After

falling through a particularly tough section you come upon an altar with a priest kneeling before it. Not much to see you think until you realise that the temple wall is just the midriff of an absolutely enormous monster whose paper body is in fact completely out of screen. Slowly you scroll upwards as the head and chest and finally the body becomes revealed. Finally you arrive at the head and chest and finally the body of his hands reach out and tries to squeeze the life out of you as you frantically hump away at it. And pumping away at the gnarled feet, rest won't do you much good either, only those who have had the forethought to spend a few bucks at the previous shopping stop on information will know that the God of War's most vulnerable spots are his shoulders.

Yup, this game on news really is summer else if only Capcom can get anything like this level of detail and gameplay onto a 64-bit lucky of you.

Nick Kelly



GADES

ARCADES

Call me a cynic if you will, but whenever I've watched Giant Bystacks, Big Daddy and the like, I'm on the box on a Saturday afternoon. I've never been able to take the howls of pain, grunts and thumps completely seriously. Once you grasp the fairly obvious fact that the whole lot is orchestrated and planned to the last detail, it's really not possible to think of it as a sport, except in the same sense as, say, ice skating.

Konami's new tag wrestling con- op, however, takes a refreshingly new approach to this "sport": instead of everybody in the ring knowing exactly what's going on nobody does. Or, to be rather more accurate, I certainly didn't.

The *Main Event* looks promising enough on first sight, a big dedicated console housing some fine graphics and digitised speech that would put that old phoney Kent Walton himself to shame. Sadly, however, the controls aren't quite so impressive. Apart from a joystick to control how your fighters move around the ring there are three buttons, which are used to control about a dozen different moves. For example, the Action button is used to make a tag, pull your opponent up from the canvas, bounce off the ropes and pick up the chain. How can you tell which one you're going to activate by pressing the button, you ask? Well, that's the problem — while obviously your relative positions and the particular stage of play to the bout will eliminate some

THE KONAMI 2 x 10p MAIN EVENT

of the guesswork, it still seems a bit too arbitrary and haphazard: it's difficult to escape the feeling that really the game's doing more of the work than you are. The Technique button is your straightforward hitting/kicking control, but, just to confuse you further, there's a Big Play button which controls sitting on an opponent, dismounting him, and various other spectacular moves — but only when it's flashing can it be

used.

With all these different game mutations and controls to keep in your head — and at your fingertips — *The Main Event* can't fairly be described as easily playable.

Nevertheless, being a four-player dedicated cabinet, I imagine quite a lot of people will be trying their hands at it this summer.

Briefly, for those who don't know much about tag team wrestling

(there are two teams of two players in each bout, typically named, as here, The Maui Mauler, Conan The Barbarian and so on. Only one member of each team is allowed in the ring at any one time, so the partners have to wait at the ringside to be "tagged" (ie, touched by their team-mate). Once a tag has taken place the tagged player is allowed into the ring, with his team-mate stepping out. Of course, being primarily a piece of theatre, with goodies and baddies easily identifiable by their sportsmanships and garb, this basic theory often goes awry, with untaged partners hopping in to help out the team anyway and commit all manner of other illegalities besides).

In *The Main Event* up to four of you can take part, duffing one another up, tagging your partner when things get a bit rocky and generally having a whole of a time. The real graphics and digitised speech will doubtless entertain you for a little while — even if, to be brutally honest, you have absolutely no idea how you managed to toss the Maui Mauler out of the ring. But once you've got used to the funny bits, I'm afraid — unless you're much better at discovering a playing method than I was — the appeal is likely to fade fairly drastically. While I'm prepared to accept that *The Main Event* may not actually be as genuine interactive movie, it might as well be with gameplay this tough and confusing. *A-mus-i-c in a-dia-m-*

Nick Kelly

And in the blue corner...



Ah-ah! Ah-twot Ahh...



Can Conan break the headlock?



GRAPHICS: 7
SOUND: 7
TOUGHNESS: 8
ENDURANCE: 3
CONVERTABILITY: 4
OVERALL: 4

Evesham Micros

OCEANIC OC-118

Previously sold as 'Excelerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMP to be '...the best value for money package available', the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

Oceanic OC-118 & GEOS plus Freeze Machine £149.95

GEOS Applications

GEOS 64	£24.95	GEOPUBLISH	£32.95
GEOPLOT	£24.95	GEOPROGRAMMER	£32.95
GEOSCALC	£24.95	GEOS 128	£32.95
DESKPACK+ 64/128	£21.95	GEOWRITE	£32.95
GEOWORKSHOP	£24.95	WORKSHOP 128	£32.95
FONTPACK+ 64/128	£18.95	GEOSCALC 128	£32.95
GEOSPELL	£16.95	GEOPLOT 128	£32.95

All prices include VAT/delivery



star LC-10
Best-selling CBM
ready printer

Only £199.00

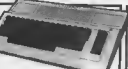
Colour version also available,

Only £234.00

Prices include two extra black ribbons free of charge

Enormously successful addition to the Star range of printers, the LC-10 incorporates many useful features at an ultra low price. Includes many facilities not normally available in the sub £200 price range, such as 4 NLQ fonts and paper parking (use single sheets without removing tractor paper). 7-colour version also available, which will mount standard LC10 black ribbons. LC10 available either in 64/128 ready form or as parallel version for Amiga users. Please state your computer type when ordering.

GET THE SLIMLINE



'64

Only

£19.95

Your '64 could look like this! Why put up with an old fashioned looking computer? Fit this smart and modern looking new case to your '64 - it will look and feel like you are using a brand new computer. This high quality injection moulded case is simple to fit and gives a lower keyboard height. Reject the old image and order one now.

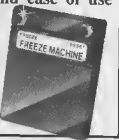
FREEZE MACHINE

for speed, power
and ease of use

- ☐ Unstoppable Freeze
- ☐ Fast save routines
- ☐ Ultra-efficient file compactor
- ☐ Laser and Turbo fastloads
- ☐ Integral reset button
- ☐ Tape turbo facilities
- ☐ 12 second disk format
- ☐ Selective file copier
- ☐ Selectload
- ☐ Many more useful features!

Only £28.95

For speed, power and ease of use it has to be Freeze Machine, probably the most effective backup cartridge on the market! Incorporating two types of fast load routines you can SAVE and rLOAD your favourite games in as little as 10 seconds and no more than 18. Numerous inbuilt facilities available, including a built-in reset button. Utility Disc V3.0 also available to complement usage of the cartridge. It allows complete transfer to disk of many tape-based programs that load extra parts, eg. Guardians, Last Ninja, World Games, Superforce. A very useful utility disc only £7.95



Selected Products

- LOAD IT!** The best thing to happen to a Commodore data recorder. Includes built-in automatic adjustment knob and LED tape signal level meter! **£29.95**
- DOUBLER '64** Makes perfect tape backups of up to 100 copies. Requires access to two data recorders. Very easy to use, only **£12.95**
- CONTROLLEUR** Natty little keyboard mounted cursor controller. Ideal for scan-driven applications like GEOS. **£11.95**

- DOLPHIN DOS** Parallel operating system for use with 64/128 and 1541 disk drive. Fantastic speed increase on LOAD and SAVE whilst maintaining CBM disk format. Many extra DOS & BASIC commands. Includes built-in monitor and Centronics printer driver **£59.95**
- DISC DISCTOR V5.0** Disk backup/utility package featuring wide range of powerful programs. Compatible with 64/128/1280 and 1541/1570 disk drives **£19.95**
- 1541 PHYSICAL EXAM** Consists of disk software to check and correct 1541 head alignment. Includes quiet drive stops **£39.95**
- 1541 QUIET DRIVE STOPS** Silences knocking noise with 1541 drives (not suitable for turn lever type drives) **£4.95**

- DATA RECORDER** CBM compatible, same as C2N1531 but cheaper and includes pause control button **£24.95**
- AZIMATE 3000 KIT** Tape loading problems? Use this kit to check and adjust data recorder head alignment **£6.95**

AMIGA 500

- AMIGA 500** Standard 512K model, including Mouse, Smart Service and 5 disks of Public Domain software. **Philipp CM6533** (Colour monitor suitable for Amiga 500) **£279.00**
- Philipp CM8552** monitor as above, but higher resolution **£299.00**

Disks & Boxes

- 35** bulk packed 5.25" DS/DD disks with sleeves, write protect tabs and labels. Good quality and fully guaranteed, only **£13.95**
- 35** disks + box. Disk(s) as above plus 35 capacity lockable storage box, only **£22.95**
- 35** disks + 100 box. As previous offer but with 100 capacity lockable box **£24.95**
- 5 1/4** capacity lots. Lockable storage unit of 5 1/4" disks with smoked perspex top **£16.95**
- 5 1/4** capacity box, larger version **£13.95**

How to order from Evesham Micros

- Phone us with your ACCESS or VISA card details on:**
0386-765500

All prices include VAT and delivery. Next day delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

Cert., m/c, & P.C. orders welcome. Some day dispatch whenever possible. All goods subject to availability, E.A.O.E. Open to callers 6 days, 9.30-5.30

Evesham Micros Ltd
63 BRIDGE STREET
EVEHAM
WORCS WR11 4SF
0386-765500
fax 0386-765504
telex 333944

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B36 2BH Tel: 021 453 4564

ARCADES

And here are a few more coin-op newbies that'll be competing for your holiday dosh . . .

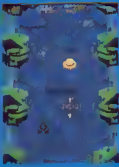
who are also getting into the over-head racing scene this weather. I think latest product starts motor bikes not cars. In *Rally Bike*, you get to take part in a race along fairly classic piney places. You start off with a tanking and you've got 10 tries to push it up in order to qualify for subsequent levels. Control is by eight way joystick movement and though you can actually slow to a standstill, it is still very simple to crash into trees, rocks and other cyclists. There are pitro committees to run over like a result in your pulling over briefly to tank up, and speed up icons to boost your pace. On a segment, some graphics particularly pretty being the bikes banking in when they turn bends. Not so good at



LAST DUEL

Y
ATTENTION: Give it a try. You're guaranteed to be seeing it over 64 within the next 12 months, so it's thanks to the Capcom US Duo lid up mentioned elsewhere, *Last Duel* comes with about four paragraphs of fairly involved on-screen explanatory text, but basically the idea can be summarized as follows: small car/tank speeds along a twisting elevated roadway absolutely crisscrossed with alien attackers, object is to blast whatever you run, bounce over the rest and stay on the highway at all costs. There are enhancements of course, but the main trick to worry about here is timing your pressing of the jump button to ensure optimum lifetime. Fast moving, addictive and coming your way.

CAPCOM
2 x 10p



P-47 JALECO
2 x 10p

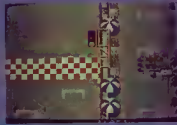
Subtitled *The Freedom Fighter*, P-47 is a pretty impressive horizontally scrolling aerial shoot 'em up set in WWII. For one or two players, the idea is as always to blast and bomb your way past ground and air installations, picking up enhancements en route. In P-47, the enemy are finely-detailed German fighters, bombers, rockets, field guns and munitions trains, and enhancements, by way of extra weaponry, are acquired by shooting the relatively harmless little

helicopters you come across and picking up the icon they leave behind. At the end of each level you get a monstrous enemy craft to defeat, which takes lots of blasting, bombing and dodging, before you get to move onto the next level. Levels include Northern France, the sky over the Pacific Ocean and North Africa, and very pretty they are too. With brilliant additive blasting and impressive graphics, this one looks set to be Jacar's most successful product to date. It's certainly the best.



is another over-the-top driving game, though from Capco. Neither Sega's *Hot Rod* than Konami's *Checkered Flag* in appearance, but with gameplay that benefits a lot from former tank odyssey *F-1 Dream* sends driver usernames like N. Munsell and A. P. Twoaway that we saw in a word; we're joined with spectators. *Hot Rod* was a controls dystopia, albeit an steel wheel and a joystick. graphically, it's a bit of a loss from the latest wave of racing.

of nice extra We particularly
read the way that the my spectators
at the edge - I was glad
whenever a is out of com-
I was a barnet N= wildly
- a gmal of co rest, definitely
wo - gle - ou
p = h t - dg



FREE **ocean** GAMES FOR CU SUBSCRIBERS

What if we told you we'd deliver Commodore User right to your door, every month, for a whole year. You'd be surprised wouldn't you?

Suppose we gave you an absolutely FREE game as well, then you'd be ecstatic, right? Well, we will!

Some of the more cynical among you will be wondering what the catch is. There isn't one. Simply send us £17.99 (if you live in the U.K.) to get your favourite monthly diet of red-hot reviews, snatch previews, top picks and so much more that's packed into every issue of CU.

And don't forget to let us know which one of these recent smash releases from Ocean, that you're going to go for.

Take up our offer and you could be blasting a path through Gryzor; exploring the many levels of Firefly; hacking your way through countless battles in Rastan Saga; or stalking the many paths and tunnels that make Platoon such a tough challenge.

Just cut out the coupon below and send it back to us right now. Then you can look forward to your great FREE game, and a mind-blasting copy of your fave Commodore games mag every month. You'll never have to get out of bed again.

COMMODORE USER



Please start my subscription from the _____ issue.

Tick appropriate box:

One year U.K. & Euro £17.99.

One year Europe £29.00.

Rest of World (Surface Mail) £28.00.

One year Rest of World £35.00.

(Air Mail).

My choice of FREE Commodore 64/128 game is (see game only per subscription).

SC/10 Rastan Saga.

SC/11 Platoon.

SC/12 Firefly.

SC/13 Gryzor.

Your free game will be sent under separate cover please allow 28 days.

I enclose my cheque/postal order payable for COMMODORE USER for £_____

Please debit my Access/Visa Account.

Amount £_____ Expiry Date_____

Card Number_____

Name_____

Address_____

Signed_____

Return to COMMODORE USER SUBS OFFER, Subscriptions Department, PO Box 505, Leicester LE9 9 SA.
Or ring our special 24-hr Orderline Service and quote your credit card number.
Tel 0510 410000.
ENQUIRIES: 0733 506167.

So do 69,004 others. (Hope there's enough women to go around.)



SERVICES

or write to her at **PRIORY COURT,
30/32 FARRINGDON LANE
LONDON EC1R 3AU.**

 Fabric ribbon re-dyeing service Good as new for one third
 of a new ribbon! No need to buy a new ribbon when your
 printer goes pale. All types of ribbons re-dyed. (Armstrong)
 Brother Epson/Sanyo etc. etc.
 * Only \$99 per ribbon - Re-inked also now
 * Save 65%+ Money back guarantee
 * Quick service! Print re-inks free of charge
 Print used cassette with payment to:
 S & J Bros, Hillview Post Office, Alachua
 DuPontcolorlab G83 BQD Tel (904) 526860 24hrs.

**NEXT ISSUE OF
COMMODORE USER
– OUT 26th August**

16 BIT CENTRE	..52	MEGASAVE	46
ATARI	10/11	MICRODEALER	23
		MICROILLUSION	44
BYRITE	..71	NEBULAE	52
CASTLE	..68	OCEAN	IFC, OBC, IBC, 3
		OFFICIAL SECRETS	64
DATL	60/61,78/79,84/85,86	PALACE	19,40,52,71,92
DIMENSION	20	P M ENGINEERING	40
DOMARK	14/15		
EVESHAM	..97	STRATEGIC PLUS	40
GOLIATH GAMES	80	TECHNICAL DEVELOPMENTS	92
GREMLIN	4	TRILOGIC	28,46
		TRYBRIDGE	92
HOMESOF	..52	UK HOME COMPUTERS	40
INTRASET	..92	US GOLD	32,38
LOGOTRON	27,35	WORLDWIDE	71

4	5	1
7	8	2
3		9
2	6	3
9		4
12	11	5
7	10	6
10	13	7
11	14	8
5	15	9
16	18	10
17	19	11
18		12

Unwage — 20s per word to single individuals — 20 words min
45 words maximum 30p per word to books 25 words min — 40 words maximum
Semi-discount — 110 for 8/5 C. Reg. Of 381 4222
AE COLLECT and SEMI-DISCOUNT applying a 5% discount
Which means for customers each time you call on 15% for 1st

Notwendige Voraussetzungen

It is illegal to use a **video camera** to monitor a patient's activities. This is a software tool used to help with monitoring through the closed-door approach to nursing homes, many of which have long kept up by their ability to keep patients in the hospital. **Unlicensed** staff are not allowed to use the maximum protection in the hospital against anyone breaking these rules. We suggest that you be aware of the **potential** of patient safety as well as the **potential** of the hospital and the **potential** of the hospital's security.

All reagents were from Alfa Aesar.

Rural Mail Contact

Name _____

Total number of words

© 2011, ASHRAE. COPYRIGHTED MATERIAL. 96-12 FARMINGTON LANE, BOSTON, MA

RESULTS

PETER GABRIEL COMPO

So you want a copy of Peter Gabriel's album do you? Well, obviously quite a lot of you do, so we've had simply squillions of entries, all of them bearing the correct answer, and that was of course that both Peter Gabriel and Phil 'receding' Collins used to be in the flakey pop-group Genesis (in fact, Phil still is). The 5 of you lucky enough to be pulled out of the CU bowler hat are listed below. . . .

Richard Walker, Dudley, A

Peirson, Notts; Theresa

Robertson, Lincs; M N G Hayward,

Swansea; Wayne Dibben,

Upminster

SALAMANDER COMPO

My goodness! What a lot of entries we had for our fabulous Salamander-In-a-suitcase Compo. After much wading through the moun-

tain of postcards, we managed to pick out a winner and 25 runners-up. For your information, the correct answers were: 1. Jerboa; 2. Mr. Spock; 3. Torquemada; 4. Konami; and as I'm sure you can't wait to find out, the lucky winners are:

SALAMANDER COIN-OP
Andrew Penrose, Maidstone
COPIES OF THE GAME
J R Smith, Heathfield, Jason
Parr, Gwent, Spencer James,
Swansea, Peter Fagg
Folkestone; Steve Bramfield,
Evesham; Neil Skinner, Shellfield,
Hwo Yip Lam, Leicester; John
Ward, Blackpool; Edward
Waterfield, Shourbridge; Philip
Rushion, Birmingham; G
Maighan, Bedworth; Karl
Partridge, Swansea; Richard
Mullens, Emsworth; Mark
Rampton, Coventry; David Tolley,
Moxborough; William Duff
Linwood; Tom Bakerson,
Harrogate; Graham Ruston
Birmingham; Chi-Ho Lam, West
Finchley; P Tupman, Nottingham;
Mark Danaheer, Chelmsford; G
Green, Sunderland; Andrew
Hocknell, Stafford; Mark Shew,
Stoke-on-Trent; Richard Rawson,
Leeds

SISTER COMPO

The overall winner of the Sister Compo, who gets a fab all-expenses paid trip to Rainbow Arts H.Q. in Deutchland, is: Brett Patterson, Sheffield
And the 25 slightly less lucky runners up are as follows: Matti Kennedy, Cornwall; Tony Hughes,

Manchester; Melinda Brand,
Victoria, Australia; M. Spheer,
Mada, Mada, Nicholas
Winchester, Berks; Cosmo Roe,
Cambs; J. Oheo, West Midlands;
Anon! Suffolk; Steve Lee,
Cambs; Edward Newiss, West
Yorks; Andrew Rowley, Essex;
Simon Bau, Surrey; Fiona
McQuirk, West Midlands; Nell
Skinner, Sheffield; Simon Watson,
London; Darren Winter, London; S
Lewis, London; C Boyle, London; T
Bradshaw, London; Andrew
Derby, West Midlands; David
Coles, Stn Wales; R Hamilton,
London; A Grimley, London

CRAZY COMPO

Due to Grenlin's undying generosity, last month we were able to give away three pairs of well 'ard roller skates complete with afterburners and retrothrusters (are you sure about this bit?

— MP) as well as 20 copies of the wonderful Screen Star Skits Crazy for the runners up. The correct answers were, for those who crave roller trivis:

1. Entry and Exit on Car Ferries
2. Rollers (what size?)
3. Paps Wss A Rolling Stone.

So who's going to be knocking pedestrians over as they scream down the road on their new skates at mach 4, and who's going to be playing their free copies of Skate Crazy? The results are below . . .

SKATES
Michael Bell, Wiltshire; Paul

Naughton, Eire; A Nonymous, Mddx;
COPIES OF SKATE CRAZY
Charlie Fletcher, Cardiff; Barry
Wardburn, Lincs; J Marshall,
Hants; C J Dyer, Swansea; Steve
Samuelson, East Sussex; I Court,
Merserside; Charlie Bartlett, S
Glamorgan; Jason Wharton,
Skeimersdele, Richard Walker,
West Midlands; Gary Scott, Wills,
Mike Thomas, Mid Glamorgan,
Edward Newiss, West Yorks;
Barns Leach, Middlesbrough; Jason
Pope, Warwickshire; R Lewis,
Derby; Stuart Miligan, London;
Charlie Roberts, West Sussex;
Robert Cross, London; D
Walson, London; P Ploer,
Edinburgh

SKATES

NEXT

**HOW MANY KINDS
GARDEN?**
We'll tell you
And those I

HOW MANY KINDS OF SWEET SOFTWARE GROW IN AN ENGLISH COUNTRY GARDEN?
We'll tell you now of some that we know
We'll those I miss you'll surely pardon . . .

MANY KINDS OF SWEET SUFFRAGE
WHEN?
 We'll tell you now of some that we know
 And those I miss you'll surely pardon...

LONDON

W MANY KINDS OF SWEET SORRY
PARDON?
 We'll tell you now of some that we know
 And those I miss you'll surely pardon . . .

PARDON
 Ooh errr, me lovies, Plenty o' luvverly pieces o' software rolpe far the
 pickin' in tolm far next month. Aaar, there be two nice littal sequis—
 Vindicator (that's Green 'Fingers' Beret it to yew) and Stargloider it.
 Then there's the ever fertille Andrew Braybrook who's been a busy
 Bee cultivatin intensity, and over there we 'ave Moicproprose's Red
 Storm a-Roisin which is almost
 in full bloom. Nart forgettin'
 Gremlin's Noight Raider 'n'
 Domark's Empoire Strokes
 Baasack — and wot a
 luvverly pair they are
 o' course, our plot
 o' course, our plot
 o' course, our plot

LOVELY!



THE GRAASS IS
ALWAYS GREENER
ON OUR SIDE OF THE
FENCE . . .
See for yourself at the
end of August.

A stylized illustration of a motorcycle and a plant, with the word 'MONTH' in large, bold, yellow letters. The motorcycle is shown from a side profile, with a plant growing from the ground next to it. The word 'MONTH' is written in a large, bold, yellow font, slanted upwards from left to right. The background is a solid dark color.

Dual print

● I am the long-time owner of a C64 and have recently bought an Amiga A500.

What I would like is a printer which can connect directly to both machines and be fully compatible with both machines without the aid of driver software.

Could you tell me if there is any such printer available? Thanks for any advice.

S. Andrees,
Hull

The simple answer is that any centronics (parallel) printer can be used with both the A500 and the CBM64, provided you use a suitable hardware interface with the 64. This is the only sensible way of getting full compatibility since there are actually no common printer outputs between the two machines.

To make the system really useful, why not add a T-Switch which will allow you to change the printer between the two computers without having to change any cables. I have this type of set up myself and it is really useful to be able to use the same printer on both machines and have it wired up properly all the time.

Don't go for one of the printers that has the CBM interface built in, because you won't get the A500 to work with it. A suitable CBM-to-centronics interface will cost between £35-£90, depending on the facilities it offers, while the T-Switch would be about £30-£50.

As for a printer, the new STAR LC-10 is excellent value and gives good quality print, but virtually any printer with a centronics input port will be suitable.

Oh, mummy

● I have just acquired an SFD1001 disk drive, and a Brain Boxes IEEE 488 interface (so that I can use the drive with my Commodore 128).

My first query is, if I were to buy a games disk could I use it with my new drive? If not, would they need to be modified and if so, how? My second query is how can I copy my tape games onto disk? Will I need a motherboard to use the IEEE 488 interface and a copy cartridge of the same time?

I would appreciate some help as any mistakes could be expensive.

Peter Neal,
Bury St. Edmunds,
Suffolk

Tommy's TIPS

Tommy
presses for
action.



The SFD1001 is a much larger capacity disk (1 Mbyte) than either the 1571 or the 1541. As a result it has a different format to these other drives and, as far as I know, is definitely not read or write compatible with them. This means that you won't be able to load any programs, especially games which have some form of copy protection which utilises the disk ROM routines. The only way way of getting such programs to load is to save them onto a disk in the 1001 drive first. As for tape to disk copiers, or even disk to disk copiers, they may have problems running with the IEEE 488 interface connected.

I used to run a 4040 twin drive with my 64 and an IEEE 488 interface, but not one of my copiers would run while it was connected. This wasn't a great problem since for backup copies the twin 4040 was extremely handy, but with a single drive you could have a problem. Likewise with cartridges. You can only try them and see, since it would be a waste (or very foolish) to make one that could predict with total accuracy which cartridges will work and which won't. Just try asking the suppliers before you buy any cartridge and see if they will guarantee compatibility, and make it a condition of sale that the cartridge will work correctly with you set up. You might be surprised at the answers you get!

It is the age-old problem, although someone might bring out a better, bigger, faster drive, if it isn't totally compatible with the software for the machine it is connected to, it will always suffer from a major dearth of software in its own format. I believe the suppliers of the SFD1001 can supply some software in the right format, so your best bet must be to contact them for a full list of compatible software.

Tractor

● I own a C64 and can have unlimited loan of a Commodore 4022P Tractor Printer; are the two compatible? In your answer

please remember a couple of points. Firstly, I am new to computing — so not too much technical jargon please.

Secondly, at present I am more interested in obtaining the printed word from my 64 than the quality of the printing.

A. S. Turner,
Paignton,
Devon

The 4022 printer uses a different method of communication to the C64, so the two are not compatible without some sort of 'black box' to link them together. The 'black box' in this case has to be a 'CBM Serial to IEEE-488 Interface' to allow the communications between the computer and the printer to work. There are only one or two such interfaces around and your local dealer should be able to obtain one for you at around £50 or so. Although an old printer, the 4022 is perfectly adequate for things like program listing and internal documents, however it lacks many of the features of more modern printers which are a fraction of its own size and weight.

One point to bear in mind is that the

IEEE-488 cables are usually much more expensive than the normal Commodore cables (in fact cost was one of the reasons for dropping the parallel IEEE ports on the home computers in favour of the cheaper serial IEEE using DIN plugs). Together with the cost of the interface, this might make the use of the 'free' printer rather more expensive than it at first appears.

Drive size

● I have got a Commodore 64 and I am looking for a disk drive. I don't like the 5 1/4" drives and prefer a 3 1/2" drive (or like for the Amigas). Can you use a 3 1/2" drive via an interface for the 64? If so how? Or where can I get more information on this? Clement Chung, Ipswich

There is a 3 1/2" drive made for the C64 and C128 by Commodore; it is called the 1581 and is a comparatively new

arrival on the Commodore scene. It can be used without an interface and its main claim to fame is the nearly 800 Kbytes of storage as opposed to the miserly 170 Kbytes of the 1541.

However, rather like the 1001 drive mentioned in another answer, the disadvantage is that there is a little software available in this format. This means that its primary use is as a data drive, storing large databases etc, but

where could I obtain one?

My other questions are about the LOAD-IT system. The LOAD-IT cassette deck itself is too expensive for me at £40, so could you tell me if there is a version I could fit myself? Or could I send my deck to LOAD-IT to get it adopted? Or would it be better off buying a tape head aligner as sold by

As for the LOAD-IT system, you can either Do-It-Yourself with their kit, which costs £9.95, or you can send your cassette deck to them with a cheque for £19.95 and they will do it for you. For further details, contact LOAD-IT, 35 Stratton Road, Shirley, Solihull, West Midlands, B90 2RX (021-745 4970).

Communication

● I own a Commodore 64 and would be grateful for some information on the following:

- 1) By using a modem, could my 64 'communicate' with other computers of different makes and models or only 64s?
- 2) If so would any other equipment be necessary and how much would it cost?

I would be very grateful if you could also give me the same information on the Amiga 500 as I am thinking of upgrading.
*Brian Stocking,
Gorseinon*

If by 'communicate' you mean over telephone lines then you can talk to virtually any other computer which has a compatible modem. The only things you have to ensure are that such things as the 'baud rate', 'parity' and 'handshaking' are the same for both modems, but this is something that has to be done whatever the means of linking two computers together. Since you will be sending ASCII text over the phone for the most part it really doesn't matter what machine is on the other end.

What can be done is to send programs over the link and then expect them to run on a different machine; only data and text are really 'portable' commodities. By using a modem you can also link into things like Micronet, Prestel and Telexcom Gold, allowing you to have group 'conversations', use mailboxes for sending and receiving messages and getting information about a whole variety of topics.

The modem to buy depends very much on what you want to use it for. A simple 300/300 baud modem might be suitable for the local bulletin board or talking direct to a friend, but not much else. On the other hand, buying a 'quad rate' modem ranging from 300/300 to 2400/2400 and everything in between (costing at least £200 and possibly up to £700) is only necessary if you really

need all its facilities. The best compromise is probably a 300/300 and 1200/75 dual-rate modem that will allow you to talk to Prestel/Micronet as well as bulletin boards. These cost around £100-£150 and if you are thinking of upgrading to the Amiga you should get one that does not plug directly into the C64.

The other vital thing you will need is suitable comms software to run the modem. This varies enormously in price depending on the facilities, so again make up your mind about possible uses before deciding.

Cobol

● Please can you help? I have an Amiga A500 and am desperately searching for a COBOL Compiler as I am studying COBOL for the City and Guilds. Does one exist for the Amiga? If not, does one exist which could be used with the PC Emulator that I have? Your help would be gratefully appreciated.
*Neil Emmet,
Dublin*

I very much regret that I have not come across a single COBOL compiler for the Amiga. I imagine there are two major reasons for this: firstly, there is no way a language like COBOL can make full use of the capabilities of a machine like the Amiga. Secondly, because COBOL is very much a business language, it has not really caught on with any machine that was not initially seen as being purely for business. Although there are COBOL compilers around now for the 64 and 128 these came along very late in the day when several hundreds of thousands of machines had been sold.

The one company who might be able to help is GREYMATTER (0364-534999); they keep stock of more compilers for more machines than anyone I know. I suspect that a PC emulator might be about the only route. However, the problem with PC emulation is that COBOL compilers tend to be rather memory hungry and this could prove to be a problem when trying to run the emulation program, with the COBOL compiler and the compiled program all vying for memory.

The final hurdle is getting a compiler in Amiga disk format, unless you have got a 5 1/4" IBM compatible drive hooked up as well. Lots of problems I'm afraid; not many solutions.



not really for use as the only drive on a system. Like most non-standard drives, cartridges and copies are unlikely to work correctly with it and you should check compatibility very carefully before taking the plunge.

The 1581 costs around £200 and if you have difficulty obtaining one, try Financial Systems Software on 0905-611536.

Technical Developments or the Datasheet Doctor from Trilogic?

I would be very grateful if you could answer these questions for me.
*Andrew White,
Bristol*

The IBM 560P printer is only really useful if you have a fascination for supermarket till-receipts, since it uses about the same size paper. You don't say what you want to use the printer for, but nothing even remotely resembling the things people normally do with printers like program listings, letters, directory listings etc, could be carried out on such a tiny paper roll as used on the 560P. If you are after something that will produce lists of figures or calculations on the other hand, then perhaps it might just be suitable. About the only way of getting a printer even close to this sort of price is on the second hand market. There are also a growing number of computer auctions taking place around the country, these often have incredibly good bargains in printers and are worth looking at if you hear of one near you.

Shopping list

● For some time now, I have been looking around for a cheap printer for my 64. I am not concerned about amazing print quality, it just needs to be fairly clear and legible.

Recently in CU I saw an ad which had a Commodore 560P printer. Please could you give me your opinion of this printer in terms of speed, reliability, value for money etc? If you wouldn't recommend this printer to me, what printer would you recommend and

Tommy's
Tips

Blamey it's quiet. The only sound in the CU office is a distant scraping as Gary Penn picks his nose, a low tuneless hum as Nick Kelly composes another three minute masterpiece and the tattering of a fly on the windowpane (or is it Gary Williams upstairs?) It's so quiet the Ed's sneaked off on holiday to Turkey and the Last Word has slung a hammock over his desk. If only there was something to write about. If only the software industry suddenly remembered that it was supposed to publish games. Sigh...



We could always make it up. OK here goes Bruce Everiss is a Mormon missionary, Tim Chaney is an escaped Mexican bank robber and Telecomsoft Mirrorsoft and Psychonics are all in a Triad. Wait a minute, the last one's true according to a press release we've just received. Quite what it means TLW hasn't got a clue. It simply says the three are preparing to join forces in the 16 bit market to produce a number of joint ventures under the name Triad. Which is so boring that we'll go back to making things up. Ocean's David Ward frequents the same massage parlour as Major Ron. There, that's better. Oh dear someone important says if we continue to

make it up we'll be sued out of existence, so we'll stop and have a cup of tea instead. And a Terry's Chocolate Orange bar...

Good heavens there's more real news lurking under TLW's leopard... Elite and US

Gold are suing and countering each other. Litigation of monstrous proportions! Wilt city! More work for me! teamed friends as the two companies sling mud at one another over Road Blasters and Overlander. No, really

this is true this one. The raw originally broke out over Titus' Fire 'n' Forget which, US G claimed was a copy of Road Blasters. Then they saw Overlander and flipped

Well it's haste to visit to two CU men. Scribe the Ad Man and Gaz (the ass like genius) ate off to the distant end of the room to produce a 16-bit mag. So long suckers...

accusing Elite of our old friend plagiarism. Elite took offence at this suggestion and are suing for libel since they have documents which prove their game concept predates the appearance of Road Blasters (the coin-op) by some time. This claim Elite could mean they make more money from legal action than profit on the title. That of course will be for the judge to decide.

Geoff Brown has a plastic foot. Whoops we started to invent things again. In fact to come clean these are actual rumours that have at one time circulated the industry from a mischievous source known to TLW and were led to C&VG's gossip hungry hack John Minson. Hey John, did you know they've taken the word gullible out of the dictionary...?

Two people have just mortified after meeting in Micronet's Shades multi-user game True or False? True, actually. Fancy marrying an old dragon.

Mike Pattenden gave the order to blow the Iranian airliner out of the sky. That one's a bluff, but the big Ed's on his way in, so TLW better clear up all the empty beer cans and sweet wrappers from his desk and look busy.

THE LAST

WORD

KONAMI

10 SUPER ACTION ARCADE HITS

SPECIAL ARCADE PACK AT YOUR RETAILER NOW!

ARCADE COLLECTION



It's a knockout fronto to the cops, the cops, the cops and the high speed choppers! Headed over the back from both and one, but can you make it and heave letter to his guard?



It's every place, wonder's nightmare - the inmates have broken out! These men are hardened criminals, armed to the teeth and aren't afraid to gun you all down. Just move in, knock 'em down and round 'em all up.



ASSURE THE GARNER! You are a highly trained combat machine. Your mission: infiltrate all four enemy Strategic Installations - alone, against insurmountable odds.



FIGHT! Move, deadly opponents to combat as you advance to become a track-belt master. Authentic fighting moves, with 4 different locations.



Our hero has finally mastered the secret martial art "SHIN SHIMU" but is trapped by bad gangs. With kiai and other special powers, escape from and reveal SHAG-LINE's road to freedom!



The planet Nemesis is now under an all-out space attack! Being from the sub-space star cluster of Ructon, you will need all your courage and concentration to win. Get ready to blow off!



Get into the challenge where TRAC and RED in all-fury! Super Shooting and Weight Lifting are just some of the toughest events to test your skill and training.

You can almost feel the tension of the big match breaking through the screen. The spectator crowd is almost on top of you! You return the service with a Top-spin Backhand then a Forehand Top-spin, the ball bounces high from your opponent's looping defensive lob. SMASH! a great shot opens the score.



Get into this and you'll never get out! The plan - codename JACKAL - is to drop a salvo of 4 crack troops behind enemy lines. Rescue a group of prisoners and whirl under shock, deliver them to heliports. Their true objective is to knockout enemy headquarters. Simple eh?



Become a grand-master but to achieve this you must defeat a variety of deadly opponents, armed with different skills and weapons and must be overcome with a combination of 4 different attack moves.

ALSO AVAILABLE ON DISK

the name of the game

SPECTRUM • AMSTRAD COMMODORE £9.95 CASSETTE

SALAMANDER

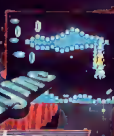
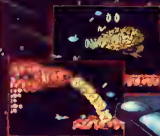
SPECTRUM
7.95
SPECTRUM

Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER. A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic

Amstrad
8.95
AMSTRAD

Monsters of destruction, Nuclear Spiders, Infernos burning like raging seas in torment. Caverns of Despair, Demons beyond the dimensions of our minds...

NOW IS THE TIME... YOU ARE THE HERO



©1988

IMAGINE SOFTWARE - 2 CENTRAL STREET - MANCHESTER M2 5NS - TEL: 061 832 6633 - TELEX: 667799 OCEANS G - FAX: 061 834 0660